



UNITY GAME TEMPLATE BALLOON POPPER

USER GUIDE

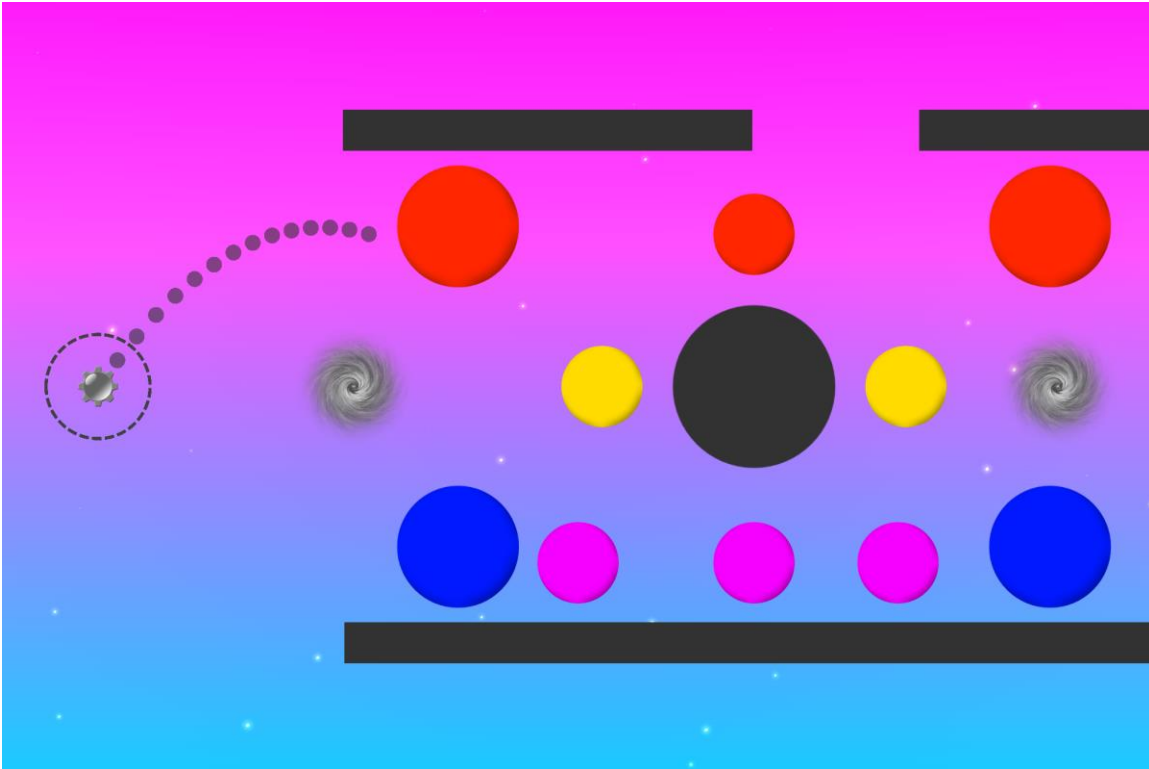


VERSION 1.0
CLAWBEAR GAMES
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I. TEMPLATE INTRODUCTION



Balloon Popper is an exciting level-base game in which you touch on the dotted circle to create a ball and trajectory line to aim and shoot the ball. The goal is you have to destroy all the balloons in the scene and avoid black holes that swallow the ball and make sure the ball will not go out of the screen. You can also draw on the screen to create hard line and stop the ball falling out of the scene. The game is ready to release straight out of the box, and it can also be easily customized to make it even more engaging to your players. Supports for PC/Mac, iOS, Android, etc...!

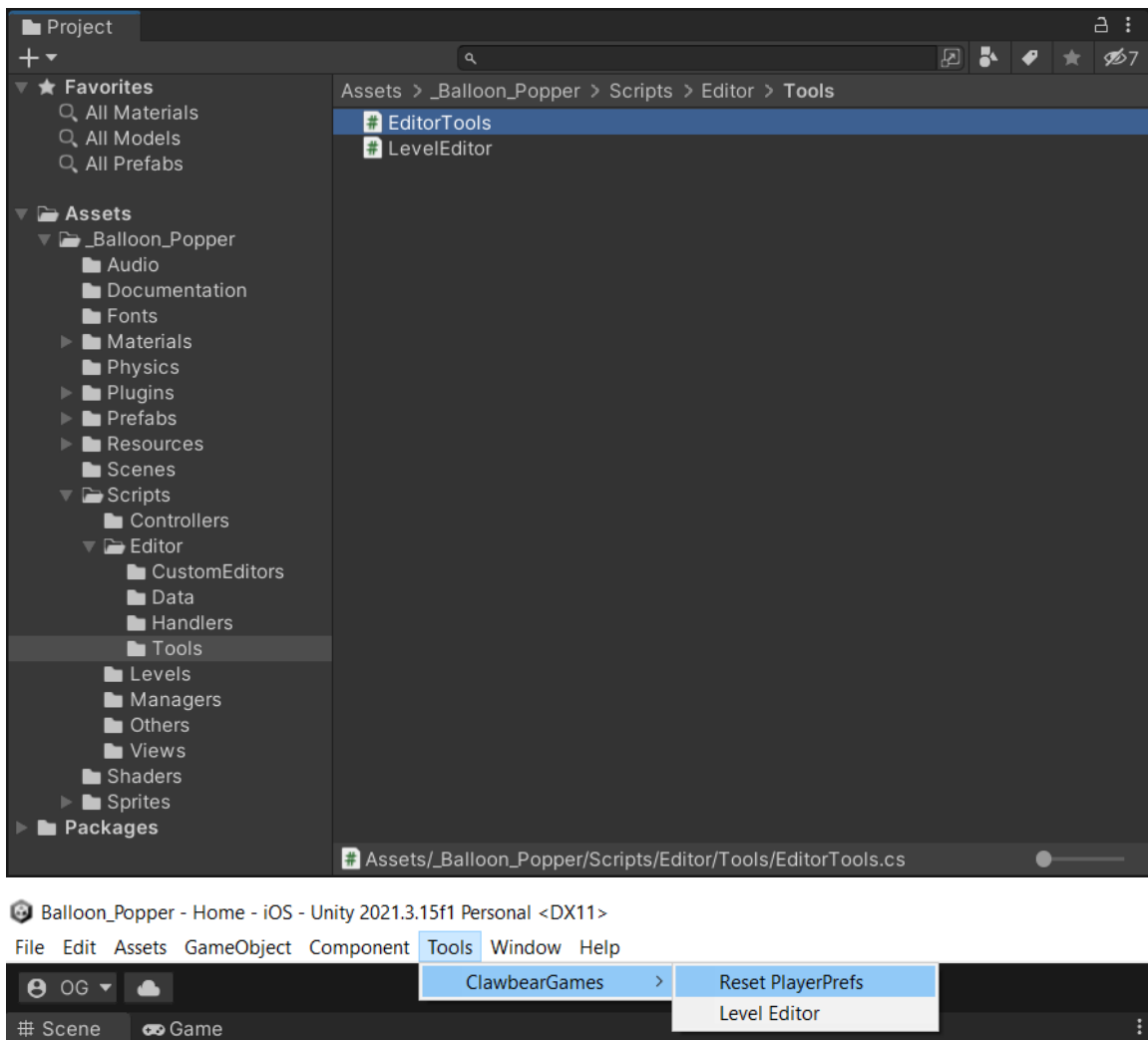
This template is made with Unity C# and optimized for mobile devices. This template provides you a full-featured, ready-for-release game source code that you can customize and build your own game in no time!

Highlight features:

- ❖ Addictive one-touch gameplay
- ❖ Smooth control, eye-catching graphics
- ❖ 70++ levels (more level will be added soon)
- ❖ Built-in level editor with detailed instruction
- ❖ Leaderboard system using Dreamlo
- ❖ Notification system for Android/iOS
- ❖ Multiple ad networks: Admob and Unity Ads ready to use (banner,

- ❖ interstitial and rewarded video).
- ❖ Native share Android/iOS
- ❖ Commented C# code with detailed documentation
- ❖ Optimized for mobile
- ❖ Free-to-use assets (fonts, sounds, music, models, etc.)
- ❖ Ready to publish out-of-the-box

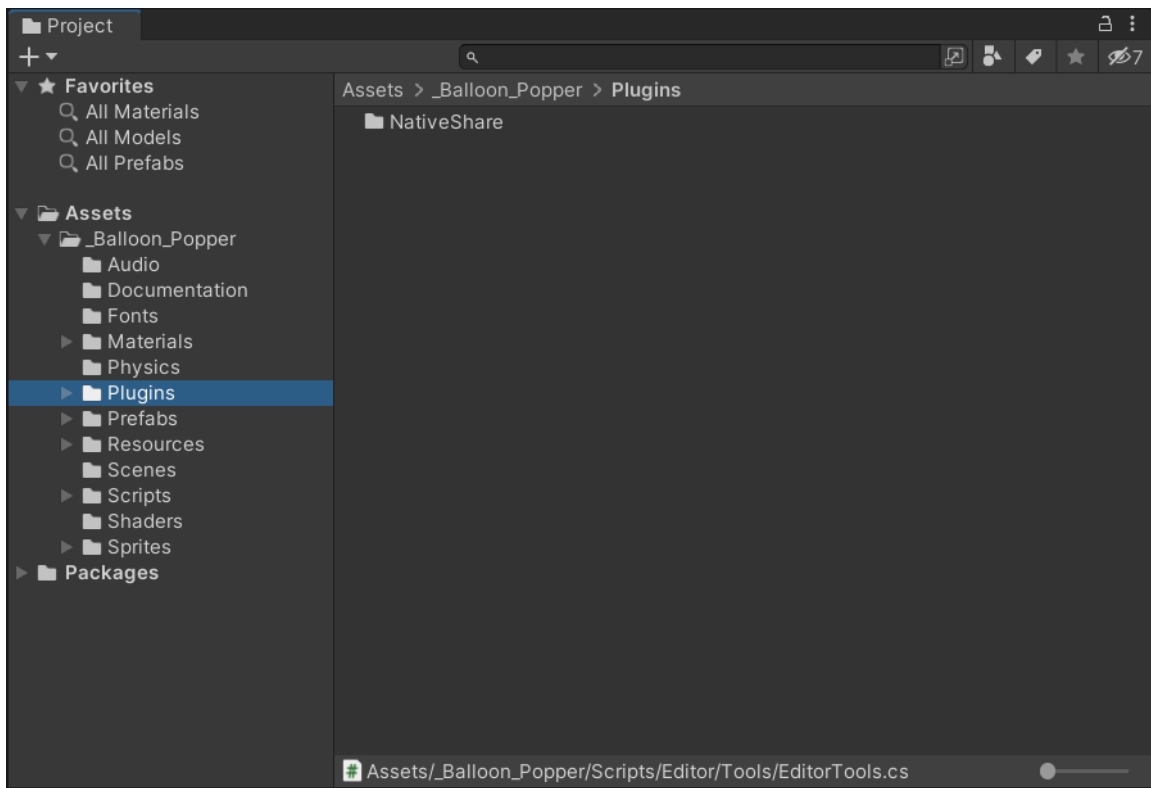
This template contains an editor extension used to delete all the player prefs in the template. Editor extension file is located at: Assets/_Balloon_Popper/Scripts/Editor/Tools and the editor tool is placed under Tools/ClawbearGames/Reset PlayerPrefs.

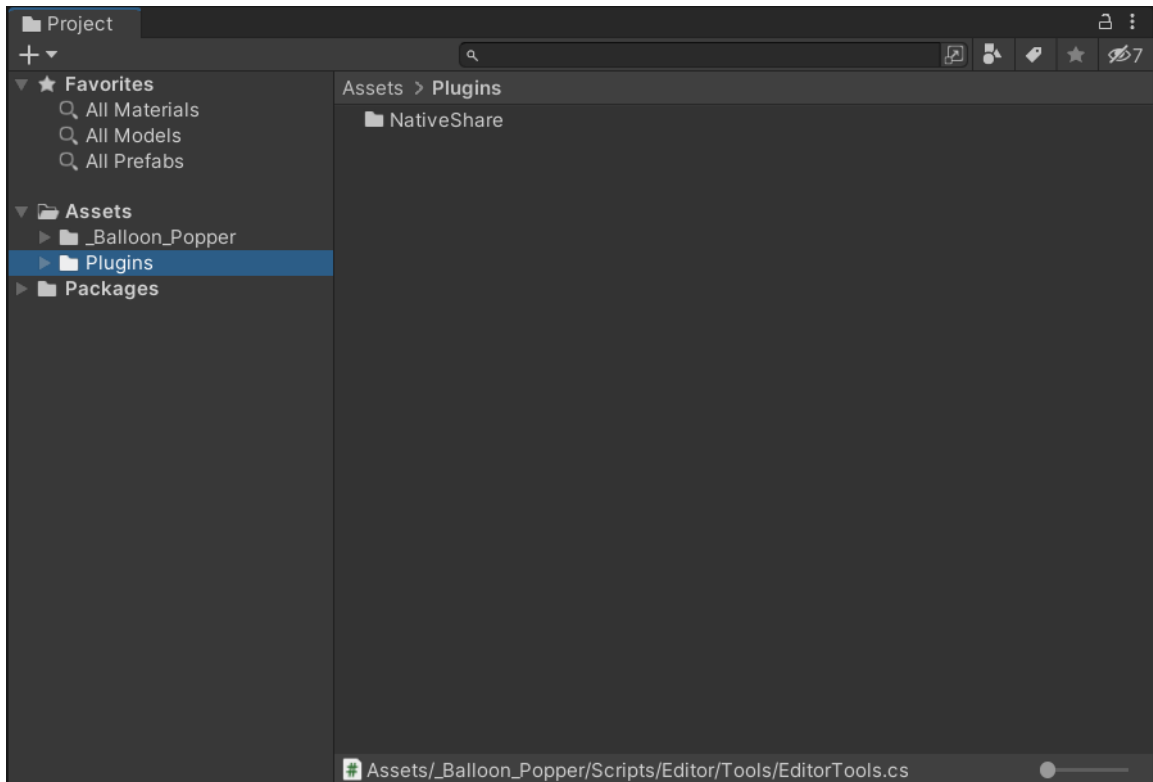


II. TEMPLATE SETUP

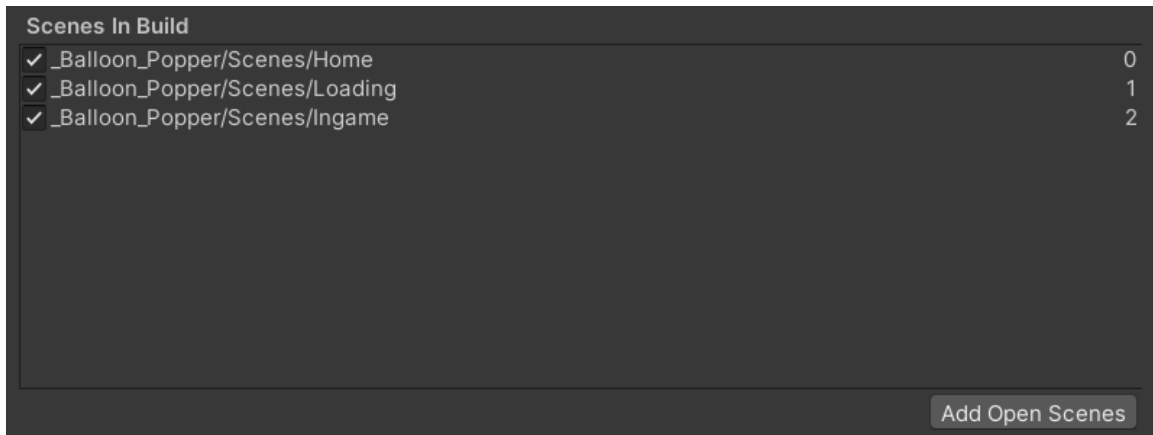
This template was designed for mobile (Android, iOS, Windows Phone...) so after imported the package to unity, you need to switch to Android or iOS, or Window Phone.

After that, go to Assets/_Balloon_Popper and move the folder Plugins out of _Balloon_Popper folder.





The template contains 3 scenes: Home, Loading and Ingame under the path Assets/_Balloon_Popper/Scenes. **You need to start from Home scene first. Do not start from Loading or Ingame scene.**

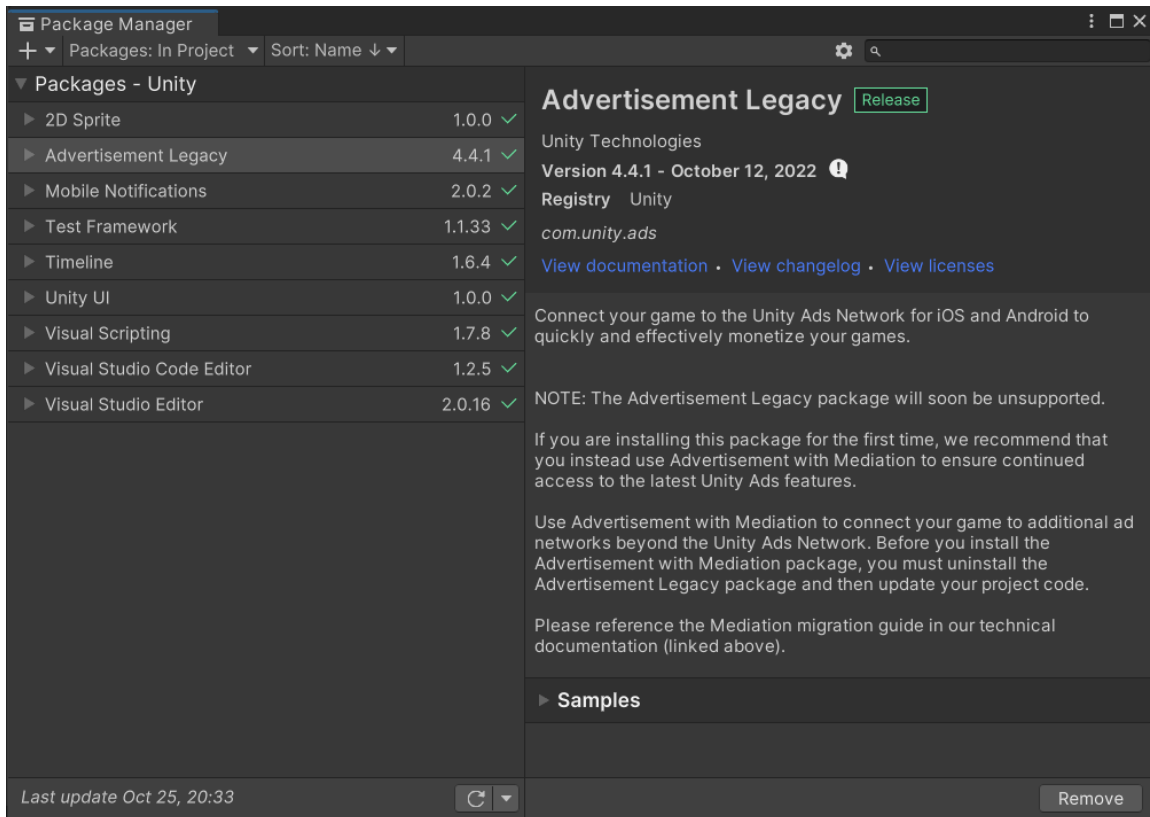


III. REQUIREMENT PACKAGES

When you open this template, at first you will see some errors in the Console window, that's because this template requires some packages to run. You

have to install these packages bellow to have this template run smoothly. Please follow these instructions:

- Open Package Manager by go to Window/Package Manager. If you don't see Package Manager button, then you have to re-install your unity completely because it's the problem that Unity Technologies still not able to fix.

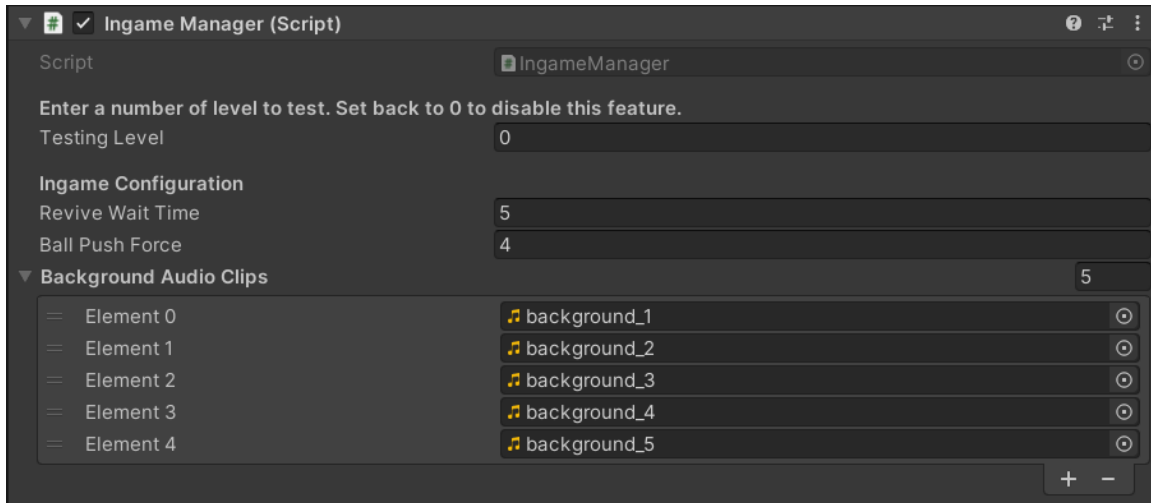


- These are packages you must need to install:
 - ❖ Advertisement version 4.4.1 or higher.
 - ❖ Mobile Notification version 2.0.2 or higher
 - ❖ 2D Sprite version 1.0.0 or higher

IV. GAMEPLAY CUSTOMIZATION

1. Ingame Manager

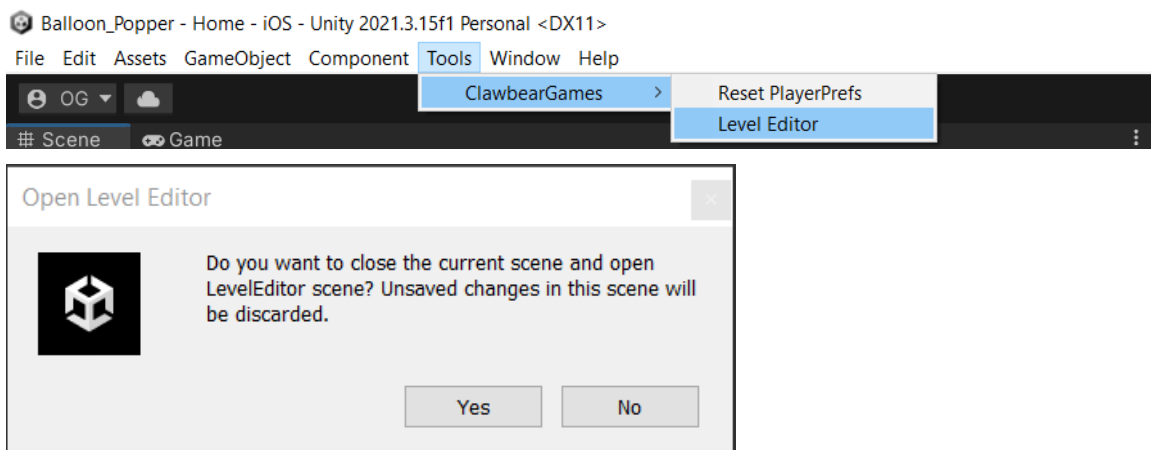
Most of important gameplay parameters can be configured within the IngameManager component which is attached to a game object also named IngameManager in the hierarchy. You can find IngameManager object in Ingame scene.



- ❖ *Testing Level*: the level you need to test before building the game. If you set it to 0, the script will not load the testing level.
- ❖ *Revive Wait Time*: the delay time for revive feature last.
- ❖ *Ball Push Force*: the force of the ball when use aim and push it fly.
- ❖ *Background Audio Clips*: the array of audio clip that play as background music. A random clip will be chosen when a level loaded.

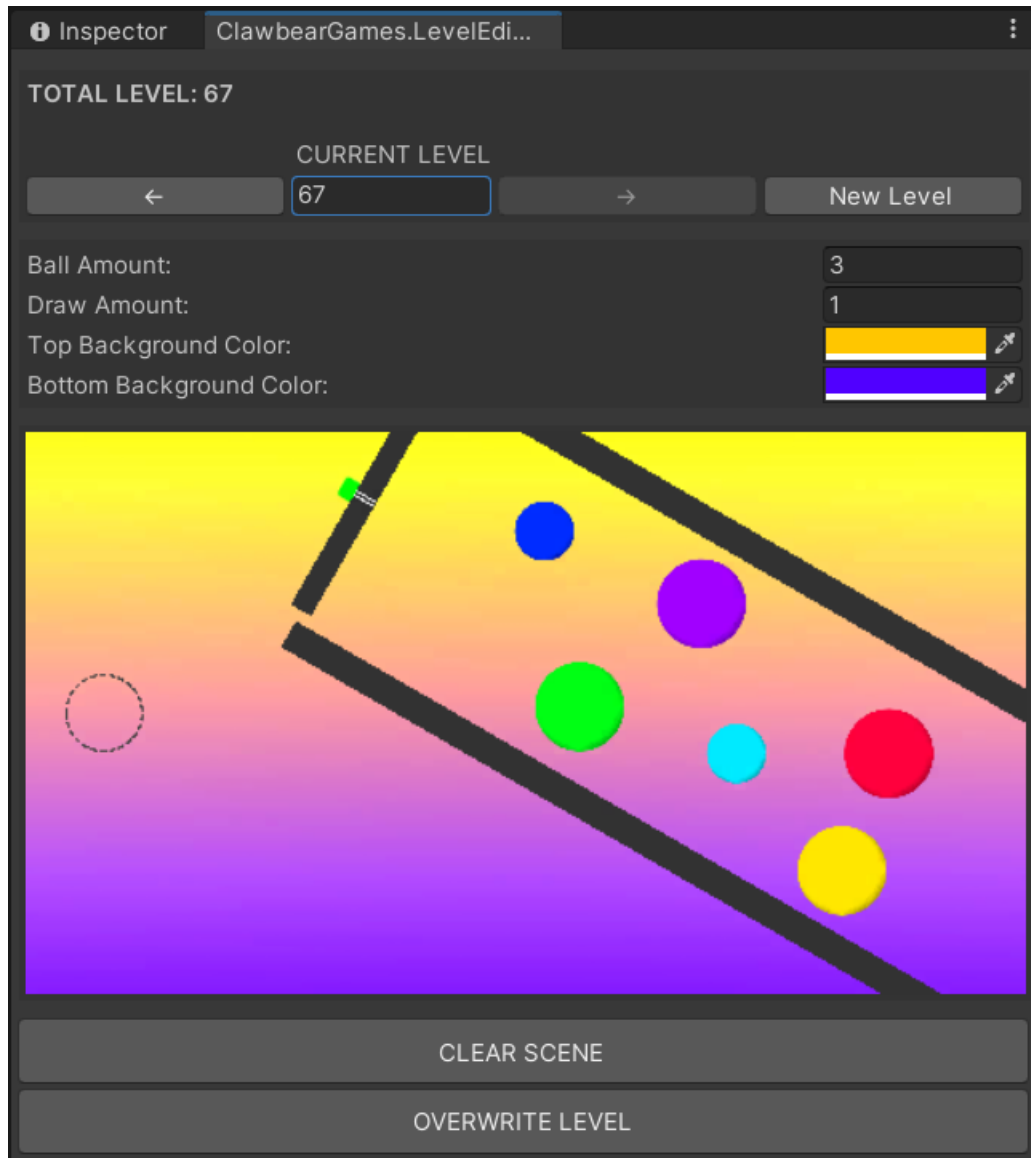
V. LEVEL CUSTOMIZATION

This is a level-base game template and the goal of the game is you have to complete a level and start a new level. In this section I will show you how to use the level editor to create new level and edit existing level. To open the level editor go to the menu items *Tools/ClawbearGames/Level Editor*. Remember to save the scene before open the level editor, unsaved changes in this scene will be discarded.



1. Create New Levels

To open the level editor go to the menu items *Tools/ClawbearGames/Level Editor* and you will be direct to LevelEditor scene and an editor window like this will show up.

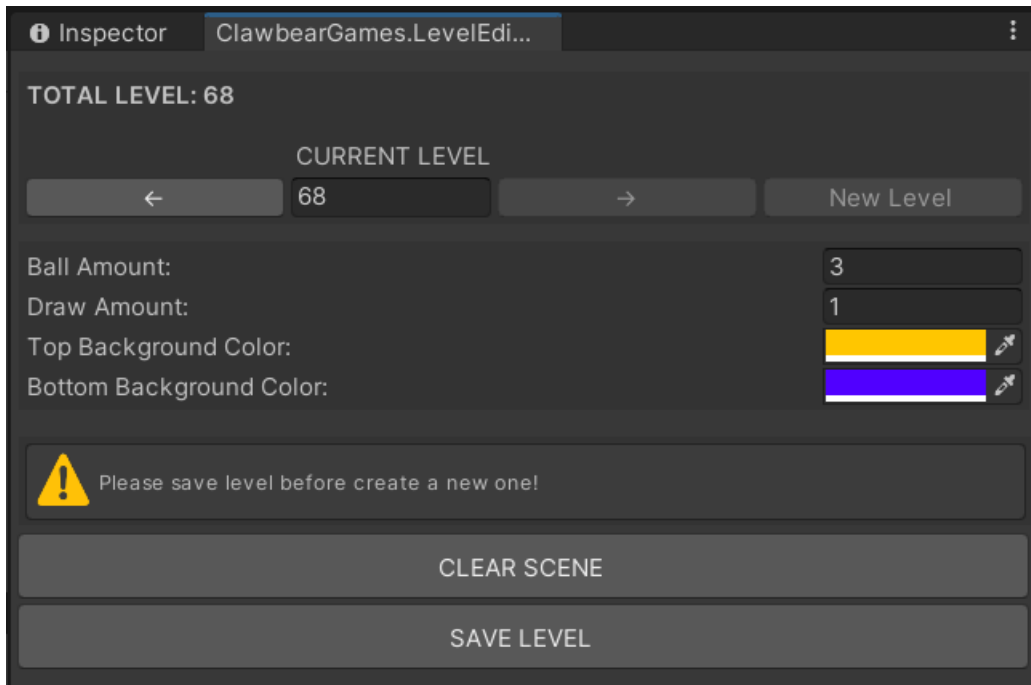


- ❖ TOTAL LEVEL: the total level number of the project.
- ❖ “ ← ” button: load previous level button.
- ❖ CURRENT LEVEL: the current level number.
- ❖ “ → ” button: load next level button.
- ❖ New Level button: create new level button.
- ❖ Ball Amount: the limit amount of ball in this level.
- ❖ Draw Amount: the limit amount of draw in this level.
- ❖ Top Background Color: the color on top of the background.
- ❖ Bottom Background Color: the color at bottom of the background.

- ❖ CLEAR SCENE: clear all the black dots and colored dot in the scene.
- ❖ OVERWRITE LEVEL: convert the level to json string and save it to json file in the *Resources/Levels* folder path.

How to create new level:

Step 1: click New Level button.



There is a message tell you that you need to save the level before create a new one. That mean you just create a json file for the new level and that json file has no data. You need to save the data for that json file.

Now click CLEAR SCENE button to clear the scene. All objects will be destroyed. **YOU CAN MODITY THOSE OBJECTS AND OBSTACLES AS YOU WANT FOR THE NEW LEVEL TO SAVE YOUR TIME.** Now I just want to design a new level that difference with all the level I have, so I click CLEAR SCENE.

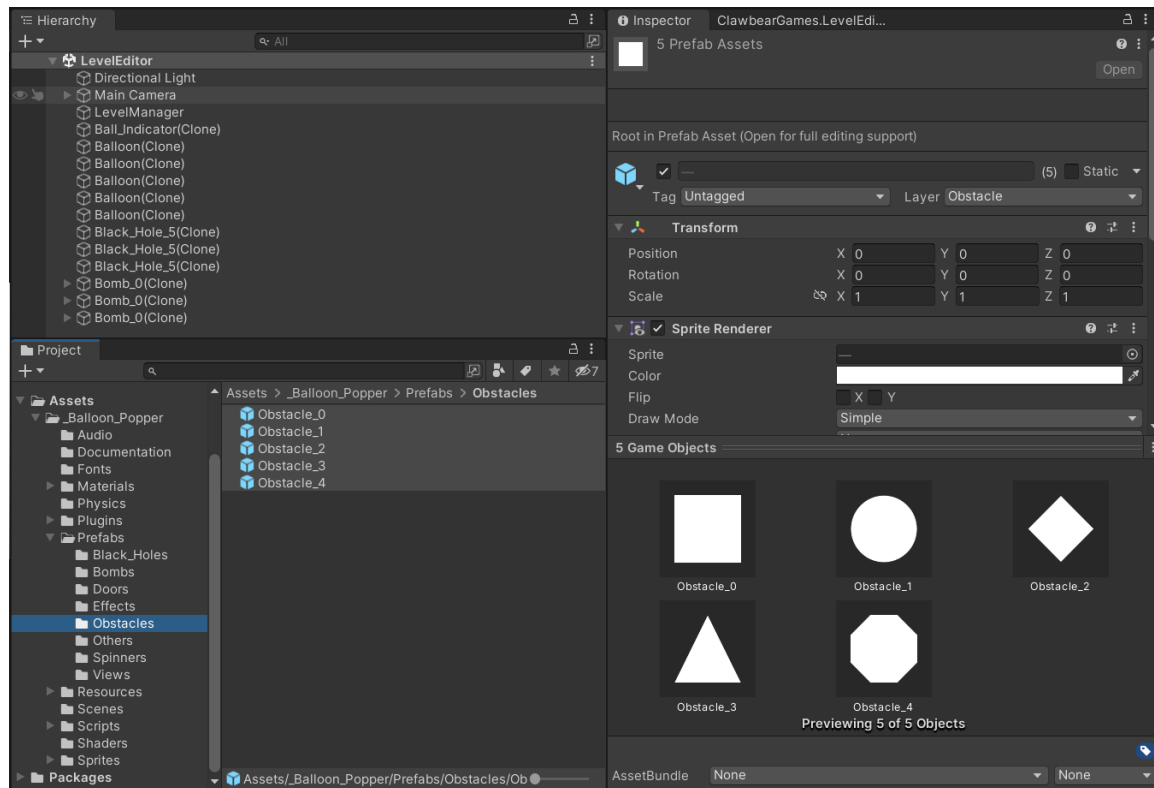
First, you need the ball indicator object. This is the object that you touch to create the ball. Go to Assets/_Balloon_Popper/Prefabs/Others then draw and drop Ball_Indicator prefab into the scene and set the position as you want.

Second, you need at least one balloon object in the scene (because the goal of this game is to destroy all the balloons in the level), so go to Assets/_Balloon_Popper/Prefabs/Others then draw and drop Balloon prefab into the scene, set the position and the scale as you want. You can change the color

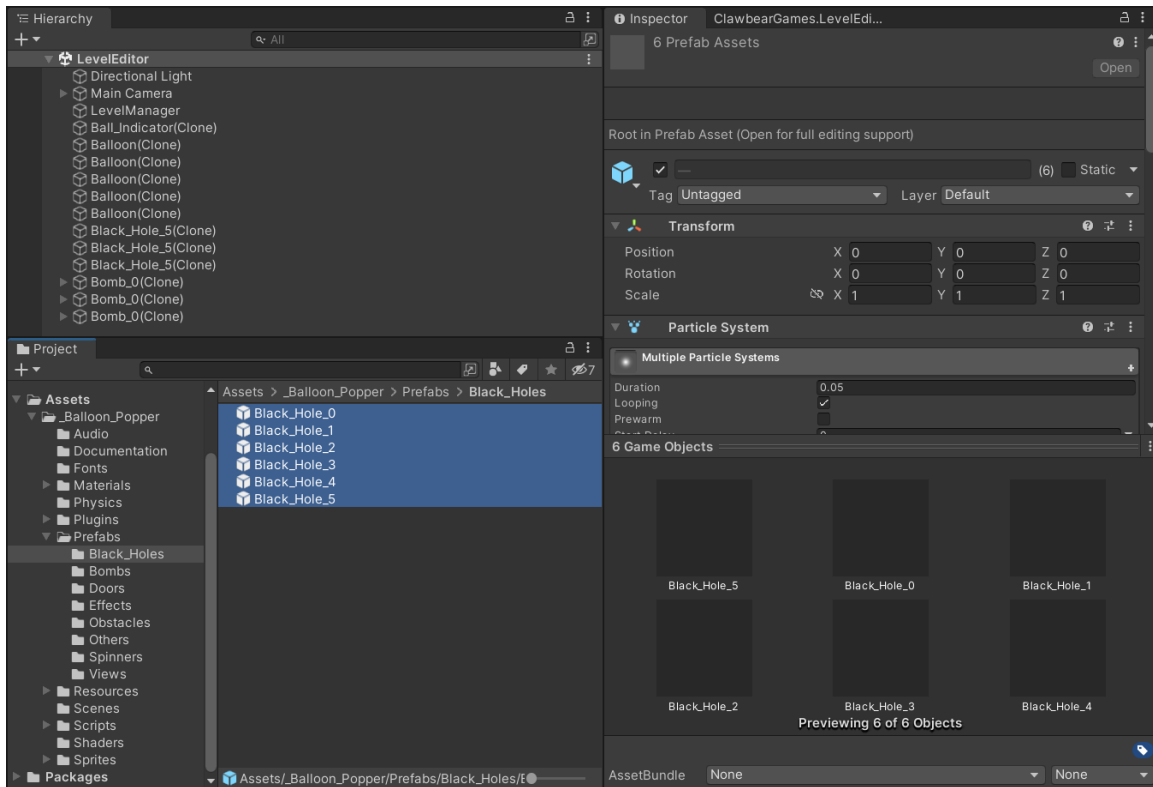
of the balloon by changing the color of Sprite Renderer component of it.

Third, you can use other objects like obstacles, black holes, spinners, bombs and doors to make the level harder. Here's the explanation for those objects.

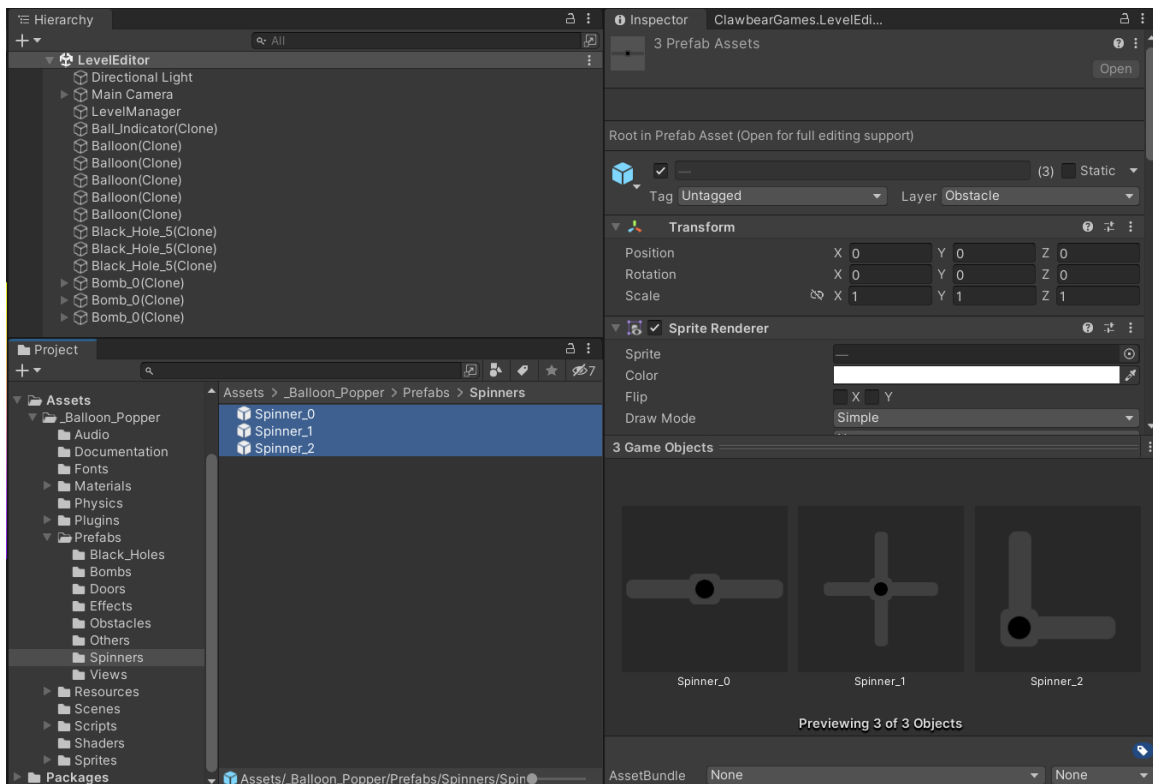
Obstacle: this is the object that can block the ball, all the obstacles are located at Assets/_Balloon_Popper/Prefabs/Obstacles. All you need to do is choose the obstacle you want, drag and drop it into the scene, set the position, rotation, scale and the color in Sprite Renderer component of it as you want.



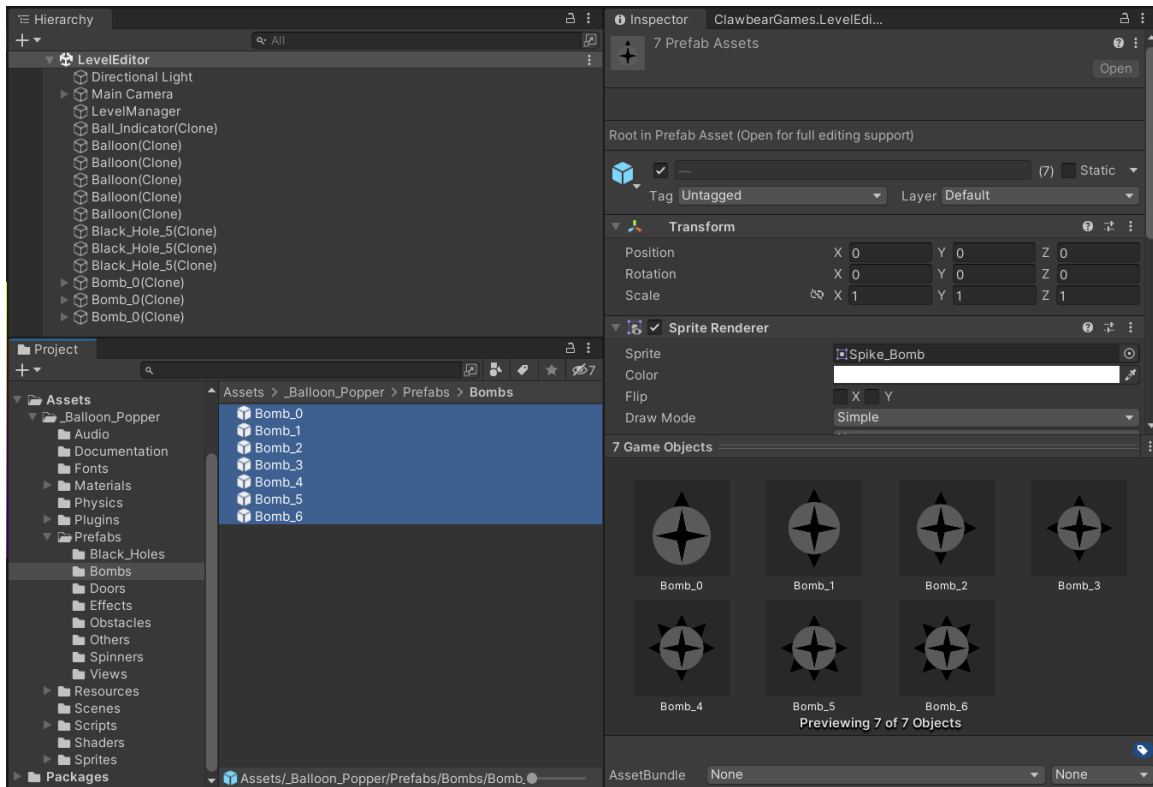
Black Hole: this is the object that act like a trap and swallow the ball when the ball coming close to it. All the back holes are located at Assets/_Balloon_Popper/Prefabs/Black_Holes. Currently, this template comes with 6 black hole prefabs. Black_Hole_0 is the smallest one and Black_Hole_5 is the biggest one.



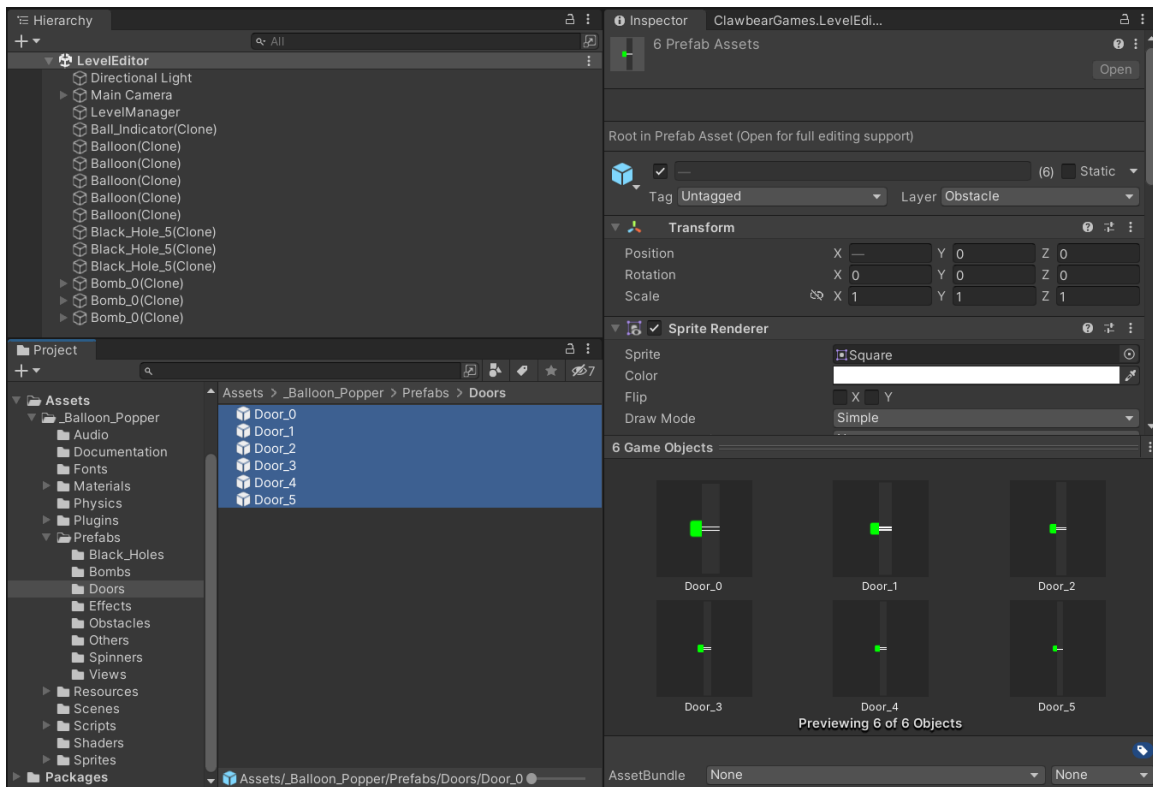
Spinner: this is the object that act like a spinner, when the ball hit it, it will spin. All the spinners are located at Assets/_Balloon_Popper/Prefabs/Spinners. Currently, this template comes with 3 spinner prefabs.



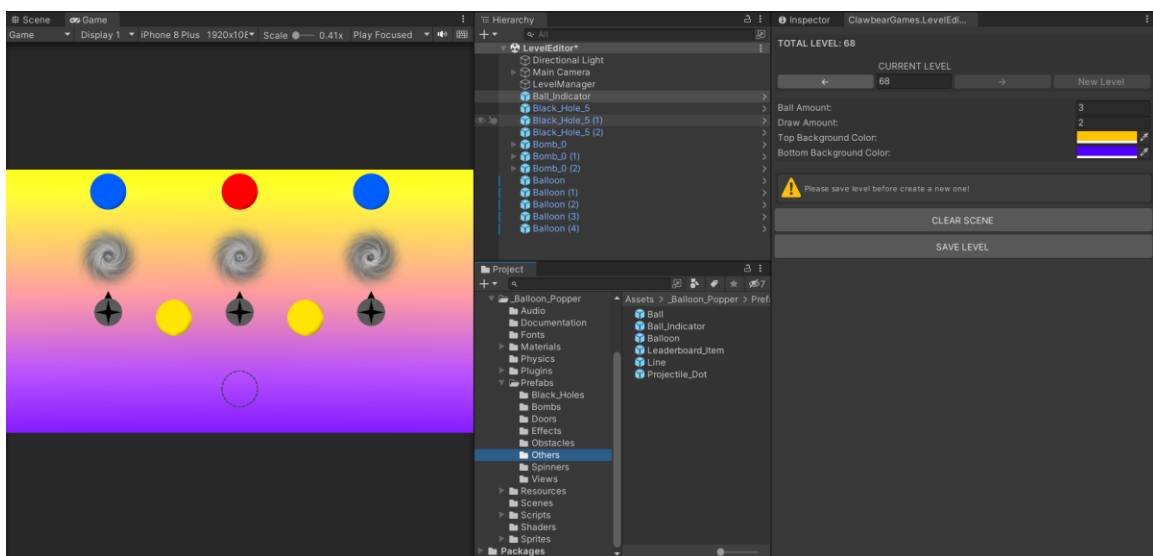
Bomb: this is the object that act like a bomb. When the ball collides with the bomb, it will explode and fire the spikes away. The spike will act like an arrow that explode the all the balloons collides with it. All the bombs are located at Assets/_Balloon_Popper/Prefabs/Bombs. Currently, this template comes with 7 bomb prefabs.

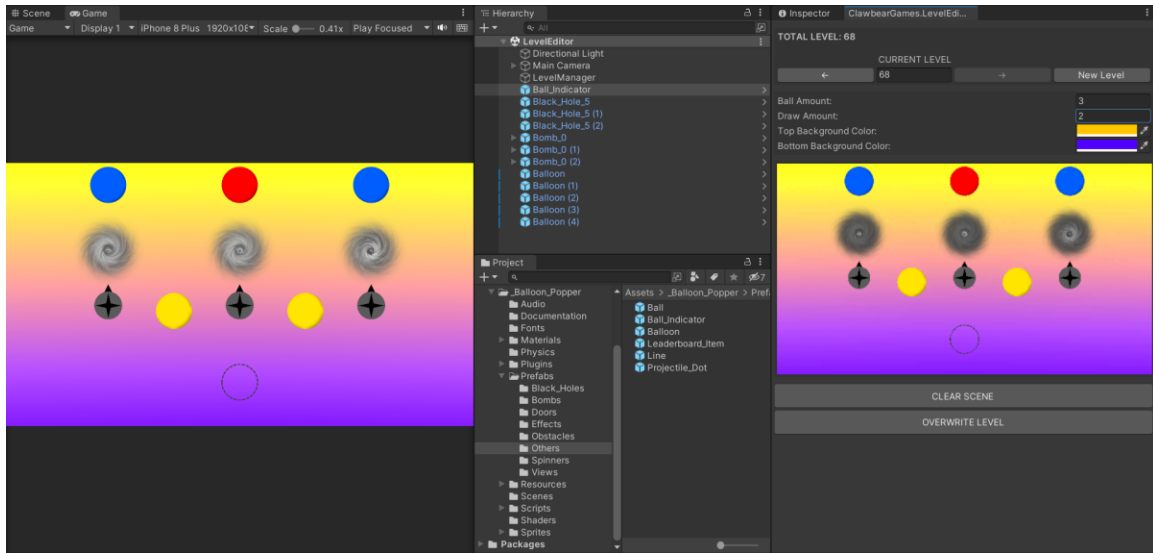


Door: this is the object that act like a door with a button. When the ball collides with it's button, two door's wing will open. All the doors are located at Assets/_Balloon_Popper/Prefabs/Doors. Currently, this template comes with 6 door prefabs.



Ok, now we done with design new level. Now click **SAVE LEVEL** button to save the level.



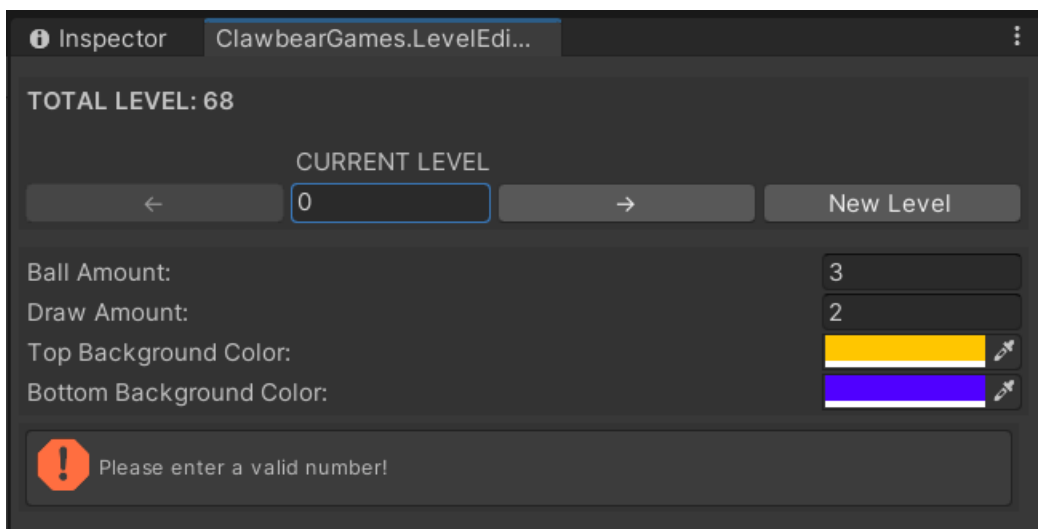


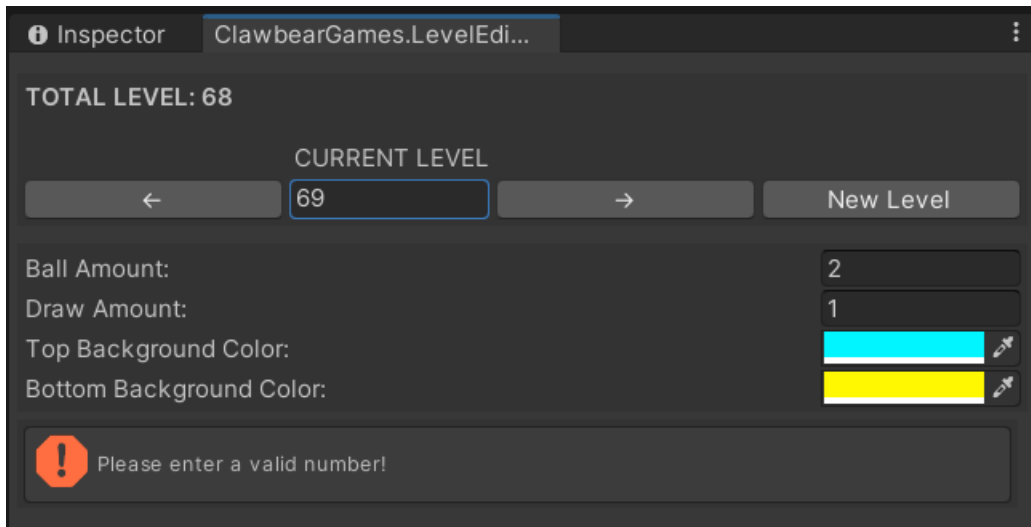
Ok, we done with create new level and save it.

2. Edit Existing Levels

To edit existing level, use “←” button and “→” button to load the level you want to edit, or just type the number in Current Level field to load the level.

NOTE: DO NOT ENTER THE NUMBER THAT SMALLER OR EQUAL THAN 0 AND LARGER THAN THE TOTAL LEVEL OR YOU WILL GET THIS ERROR MESSAGE.



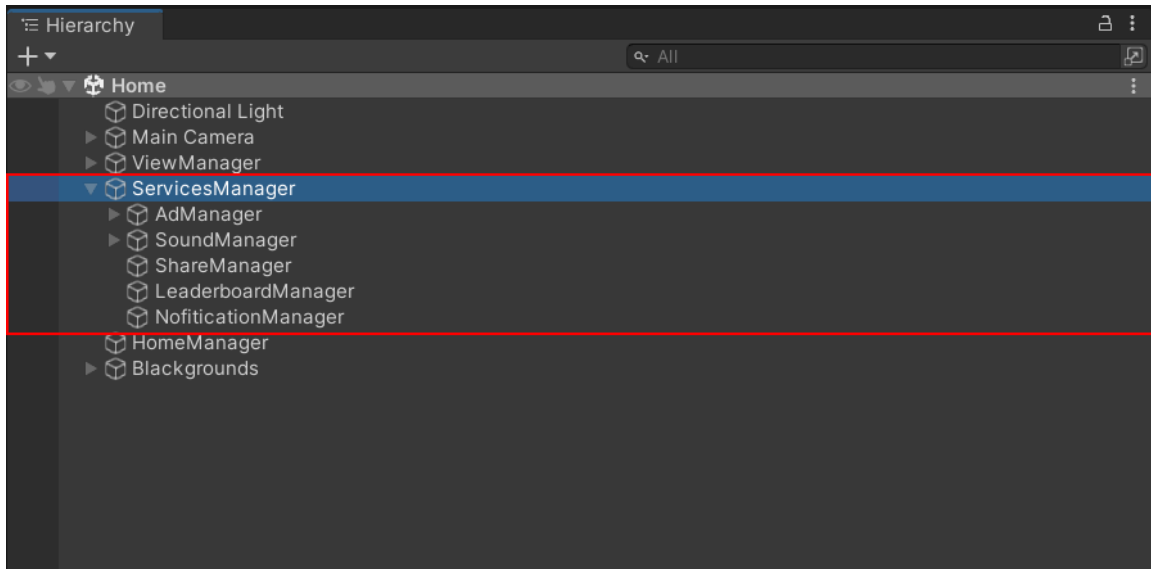


After loaded the level you want to edit, you can click CLEAR SCENE to destroy all the balloons, obstacles as well as black holes and other objects, then drag and drop new objects into the Hierarchy to design new level. Or just simply adjust the position, rotation and scale of the all the objects currently in the Hierarchy.

After you done with the new design of existing level, just hit OVERWRITE LEVEL. That's it.

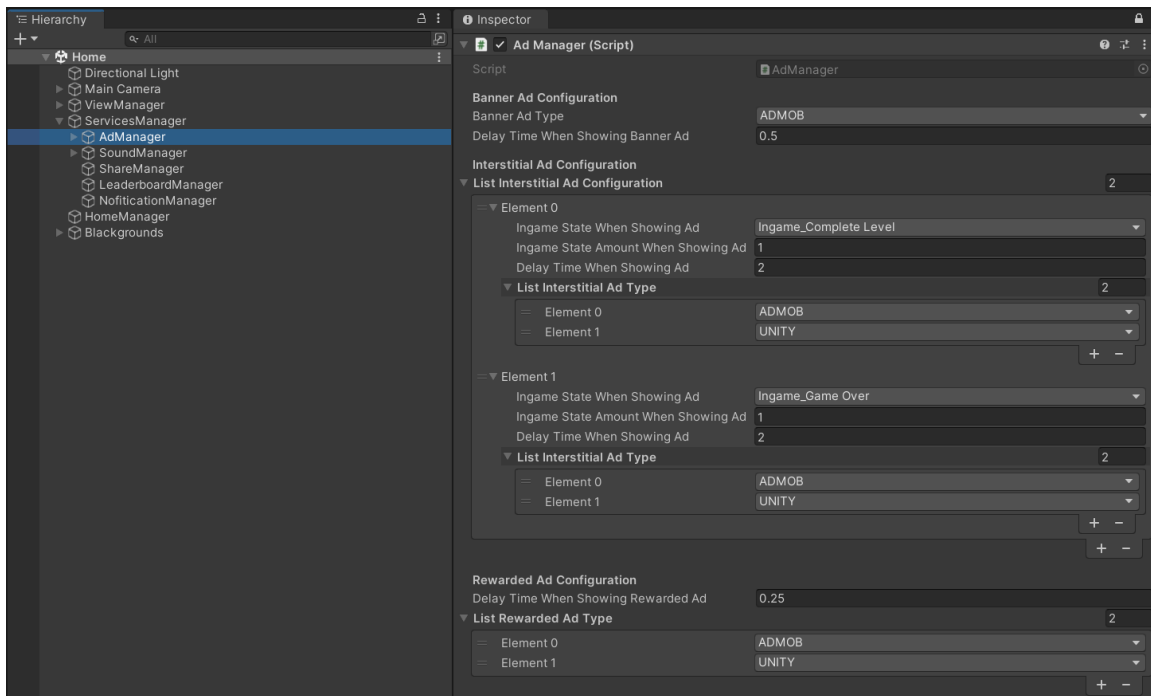
VI. SERVICES CONFIGURATION

This template comes with many features like multiple ads, leaderboard, daily reward, notification...ect. You can find all the scripts for these features under ServicesManager object in Home scene.



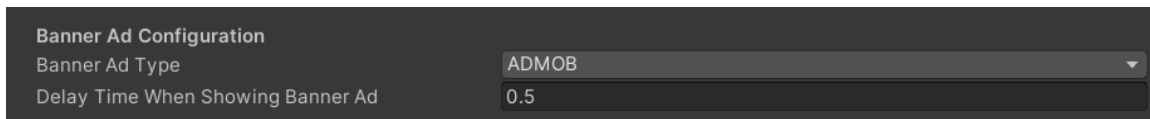
1. Ad Manager

The AdManager object in hierarchy of scene Home contains AdManager component, in which you can customize which type of ads you want to use and how you want to show the ads.



Banner Ad Configuration: this is the section where you can control which type of banner ad you want to show. Currently, the template support for 2

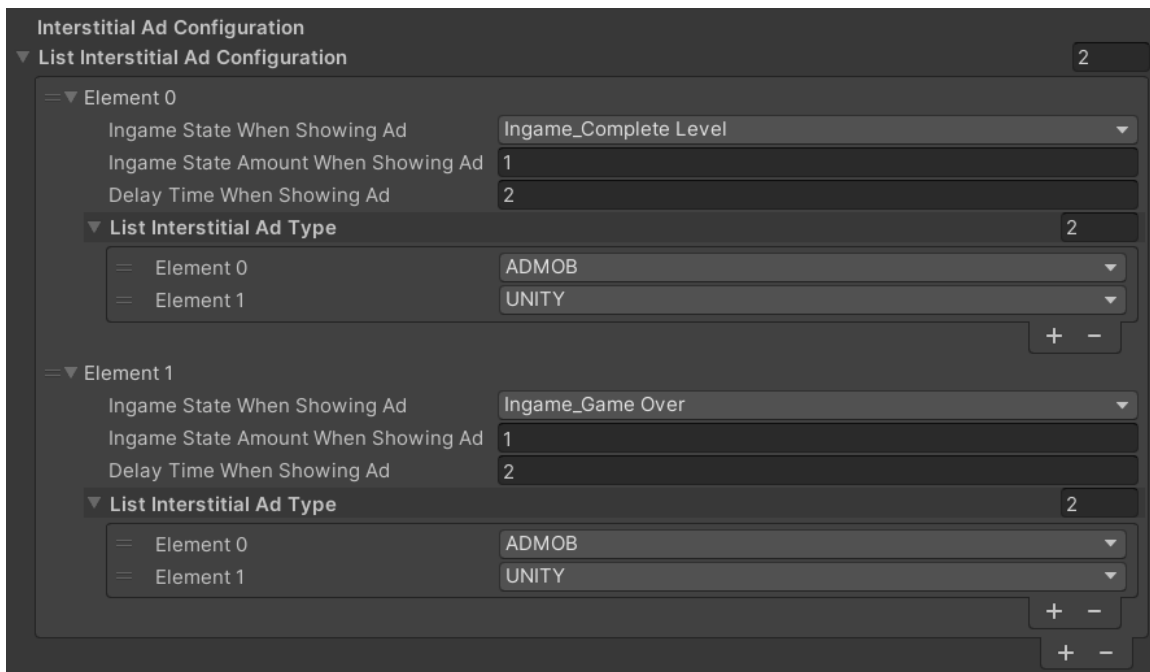
types of banner ad: Admob and Unity.



The image shows a 'Banner Ad Configuration' panel. It contains two settings: 'Banner Ad Type' set to 'ADMOB' and 'Delay Time When Showing Banner Ad' set to '0.5'.

- ❖ *Banner Ad Type*: the type of banner ad you want to show.
- ❖ *Delay Time When Showing Banner Ad*: the delay time when showing banner ad.

Interstitial Ad Configuration: this is the section where you can control which type of interstitial ad you want to show and how you want to show it. Currently, the template support for 2 types of interstitial ad: Admob and Unity.

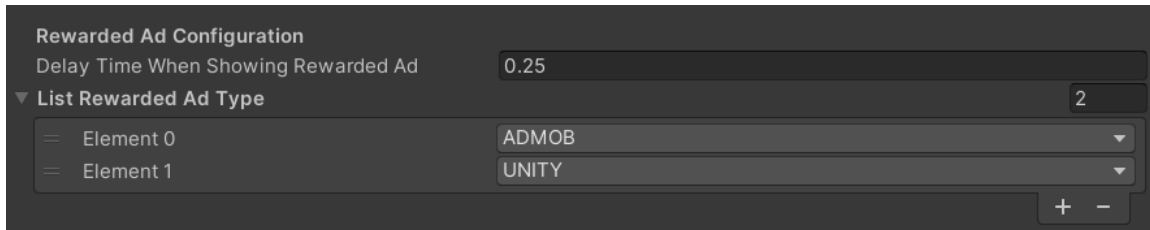


The image shows an 'Interstitial Ad Configuration' panel. It has a 'List Interstitial Ad Configuration' section with a count of 2. It contains two elements, Element 0 and Element 1. Each element has three settings: 'Ingame State When Showing Ad', 'Ingame State Amount When Showing Ad', and 'Delay Time When Showing Ad'. Below each element is a 'List Interstitial Ad Type' section with a count of 2, containing two items: Element 0 and Element 1, each with a dropdown menu set to 'ADMOB' and 'UNITY' respectively. There are '+' and '-' buttons to add or remove elements and ad types.

- ❖ *Ingame State When Showing Ad*: the game state you want to show the ad.
- ❖ *Ingame State Amount When Showing Ad*: the amount of game state that player go through to show ad. Example: if the value is 2 and *Ingame State When Show Ad* is *Ingame_GameOver*, that mean the ad will show after 2 times of game over.
- ❖ *Delay Time When Showing Ad*: the delay time when showing the interstitial ad.
- ❖ *List Interstitial Ad Type*: the list of interstitial ad type. The first item of this list will be the first priority of interstitial ad. Example: in the image you can see 2 items: ADMOB and UNITY. ADMOB is the first item so, *Ad Manager* will load the interstitial ad of Admob first, if there's no

Admob's interstitial ad to load, then *Ad Manger* will continue to load Unity interstitial ad.

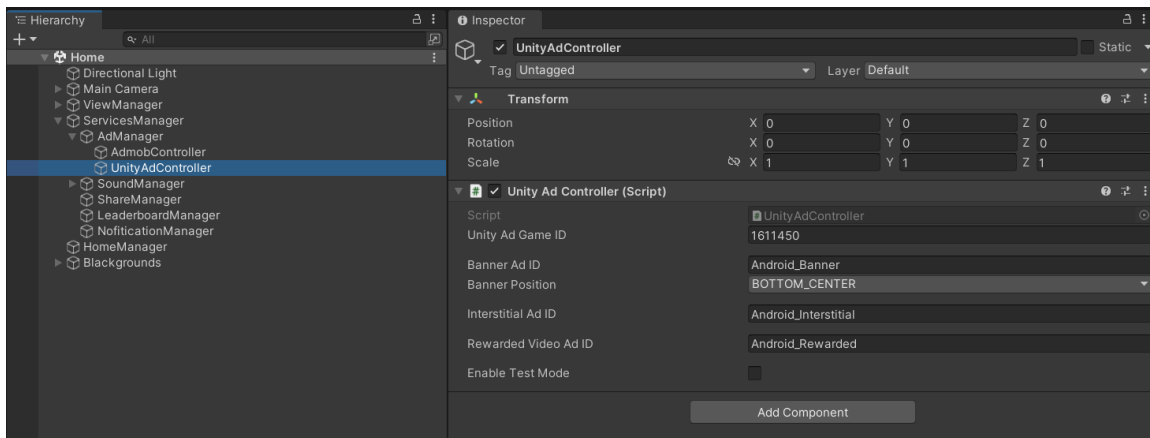
Rewarded Ad Configuration: this is the section where you can control which type of rewarded ad you want to show and how you want to show it. Currently, the template support for 2 types of rewarded ad: Admob and Unity.



- ❖ *Delay Time When Showing Rewarded Ad:* the delay time when showing rewarded ad.
- ❖ *List Rewarded Ad Type:* the list of rewarded ad type. The first item of this list will be the first priority of rewarded ad. Example: in the image you can see 2 items: ADMOB and UNITY. ADMOB is the first item so, *Ad Manger* will load the rewarded ad of Admob first, if there's no Admob's rewarded ad to load, then *Ad Manger* will continue to load Unity rewarded ad.

2. Unity Ad Controller

Before setting up Unity ad, you need to set up your project for Unity Services first, you can see the instruction [here](#). After setting up Unity Services, just put your game id and your ad ids and you will good to go.



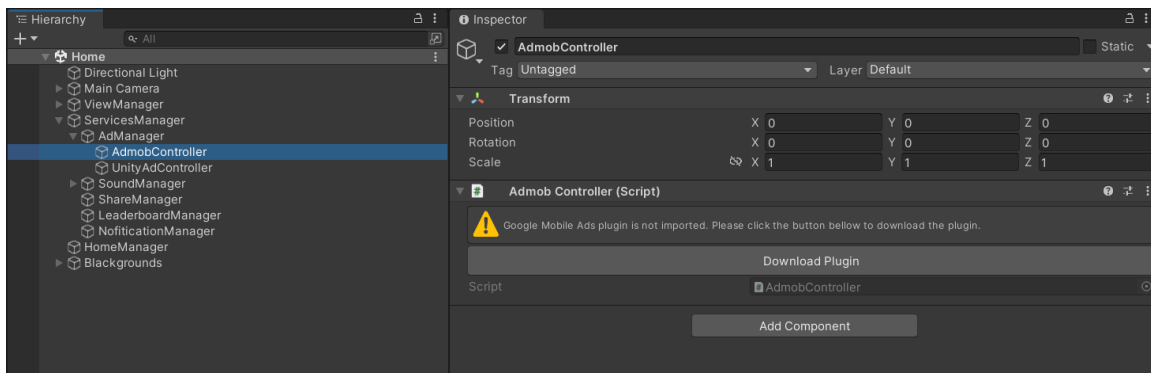
- ❖ *Unity Ad ID:* the id of your unity ad project. You can find all of your

ad projects [here](#).

- ❖ *Banner Ad ID*: the banner ad id of your ad project.
- ❖ *Banner Position*: the position of the banner ad.
- ❖ *Interstitial Ad ID*: the interstitial id of your ad project.
- ❖ *Rewarded Ad ID*: the rewarded ad id of your ad project.
- ❖ *Enable Test Mode*: show ads on test mode.

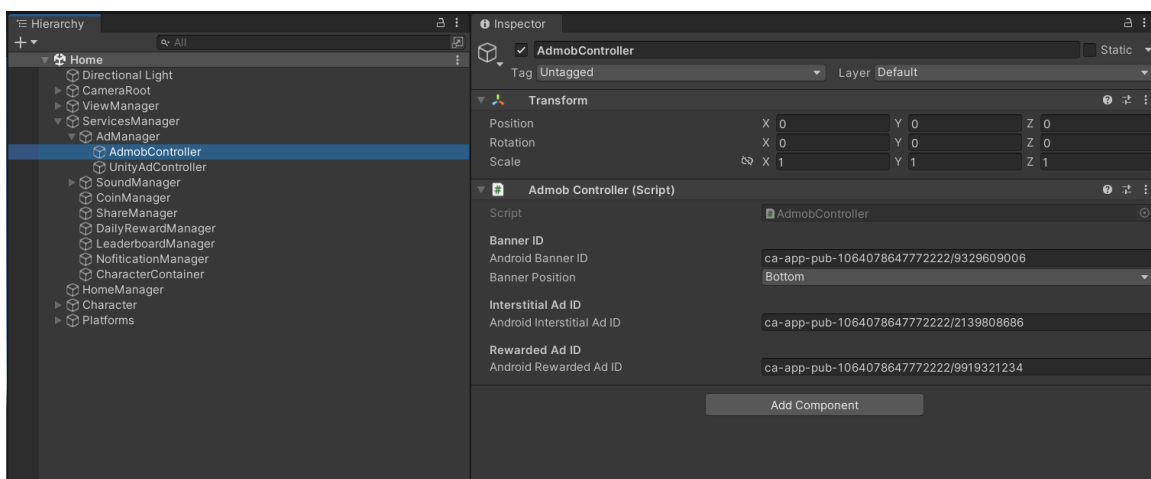
3. Admob Controller

The AdmobManager object in hierarchy of scene Home contains AdmobController component, in which you can customize parameters like admob id, ad units...



As you can see in the image, there's no option to change ads units because the template did not have google mobile ads plugin included, so if you want to use Admob, please click to the Download Plugin button, download the latest version of google mobile ads and import it into the project.

After imported the plugin, select AdManager object in the hierarchy, wait for few seconds for the project rebuild and you will see this.



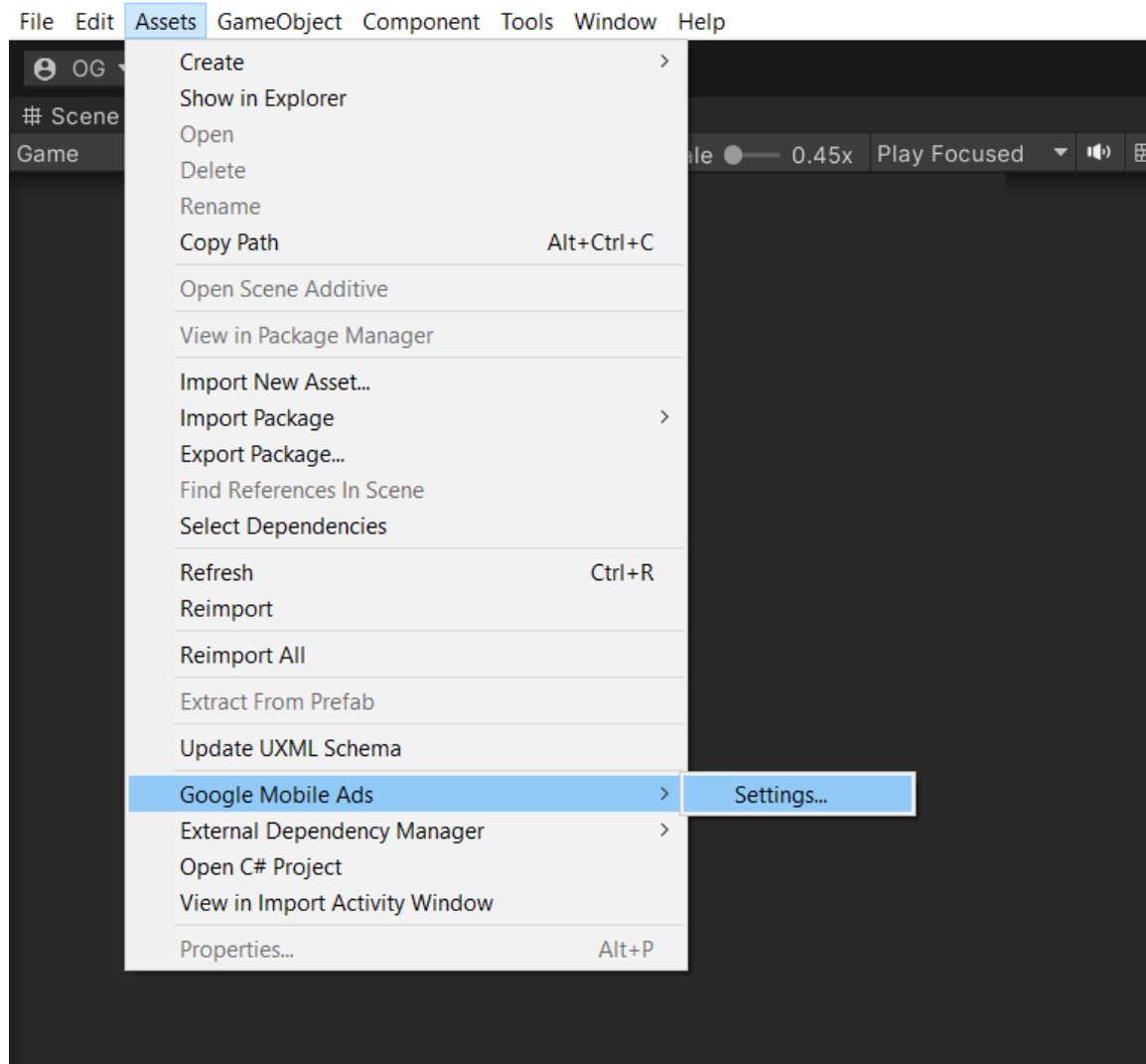
Now you can config Admob id and all the ad units as you want. Currently,

the platform using is Android, that why all the ids in the image showing for Android, of course it will show the ids for iOS when you switch the build platform to iOS.

- ❖ *Android Banner Ad ID*: the unit of banner ad in your Admob account.
- ❖ *Banner Position*: the position of the banner ad.
- ❖ *Android Interstitial Ad ID*: the unit of interstitial ad in your Admob account.
- ❖ *Android Rewarded Ad ID*: the unit of rewarded ad in your Admob account.

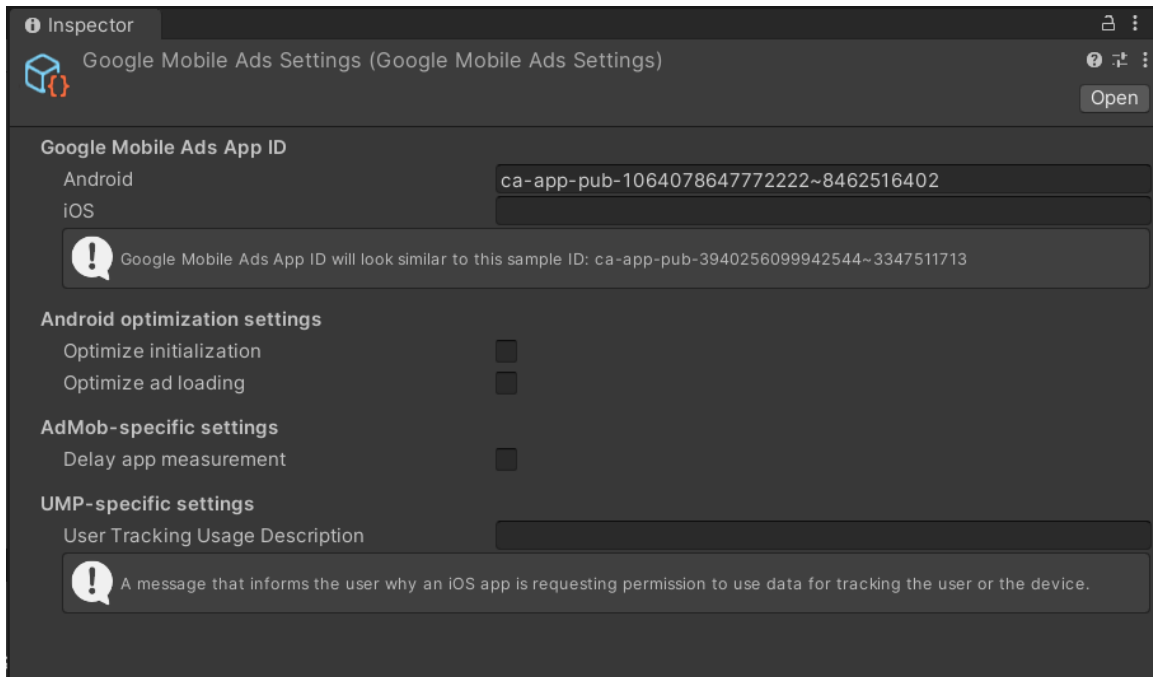
Now we need to setup the Admob App ID. Please follow these steps to setup the Abmob App ID.

- Go to Assets/Google Mobile Ads/Setting



- Insert the Google Mobile Ads App ID at Android/iOS field base on your

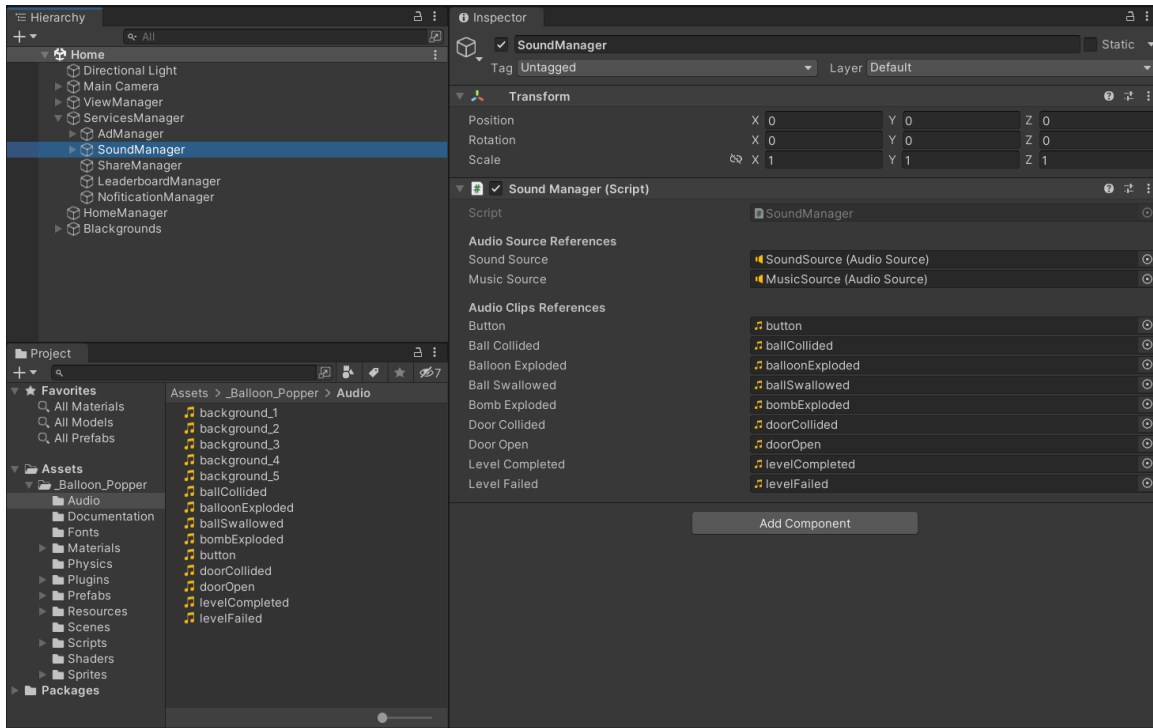
current platform.



➤ Hit Ctrl + S to save, that's all.

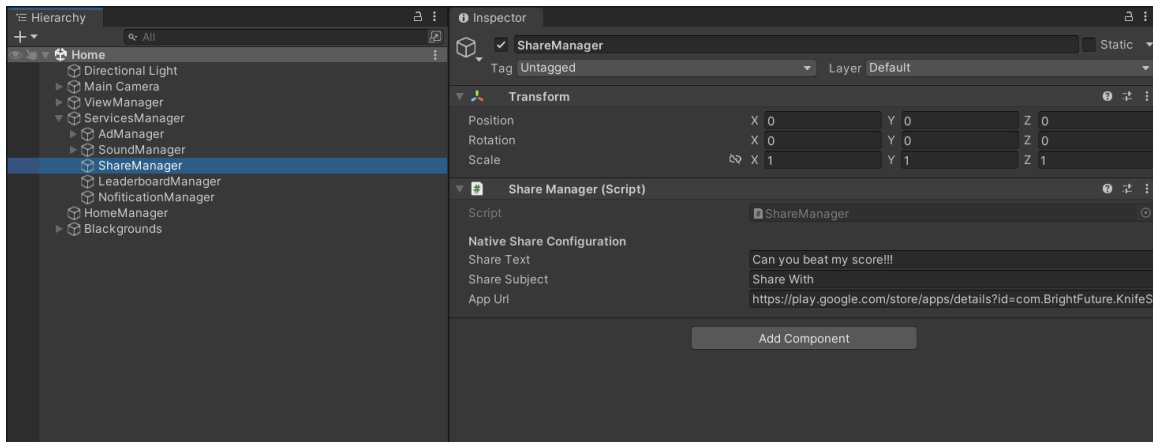
4. Sound Manager

All sounds included in this game are free-to-use in commercial projects and are located under the path *Assets/_Balloon_Popper/Audio* folder.



5. Share Manager

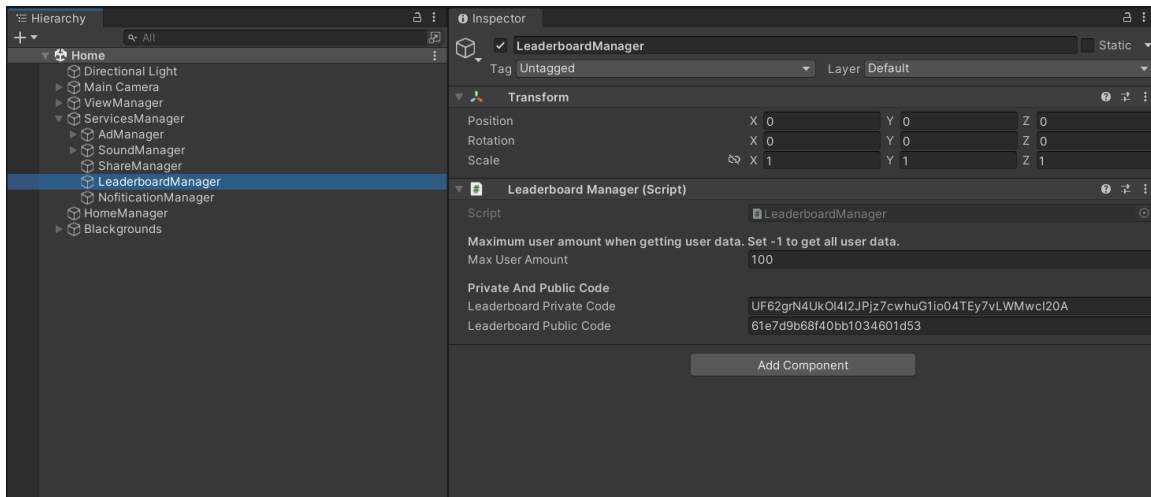
All information for sharing feature can be config in ShareManager game object. It contains the information likes shreenshot's name, text, subject and url...You can config these features from the ShareManager object in the hierarchy.



- ❖ *Share Text*: the text for sharing feature.
- ❖ *Share Subject*: the subject for sharing feature.
- ❖ *App Url*: the url of the app (Google Play on Android and App Store on iOS).

6. Leaderboard Manager

All information for leaderboard feature can be config in LeaderboardManager game object. It contains 2 parameters for you to config the leaderboard. Currently, we used Dreamlo to handle leaderboard feature.



- ❖ *Max User Amount:* the maximum amount user show in the leaderboard. If you set it to -1, it will show all the user that played the game and report to leaderboard table. We suggest you to limit it to 50 or 100, because if your game have 1000 downloads, which mean you have 1000 user in the leaderboard and when you load it all to the leaderboard view, the game will become laggy.
- ❖ *Leaderboard Private Code:* the leaderboard private code of Dreamlo.
- ❖ *Leaderboard Public Code:* the leaderboard public code of Dreamlo.

Now we will show you how to get the private and public code from Dreamlo. First, you need to go to [Dreamlo.com](https://dreamlo.com), at the top of the front page, click to Get Yours Now button.

add a **leaderboard** to your game **right now**

no **signup** or personal info required • **easy** to implement • works on **several platforms**

Get Yours Now

How it works

Donate

Did I save you a ton of time? Think about [donating](#). Thanks!

After that, you will be direct to a page that you can get your private and public code.

Here is your **private** url. Copy and paste this somewhere.

Do not tell anyone about this link.

http://dreamlo.com/lb/2_qIYeHSOkCtoGpQU2ENegN6JOfe5uUUCf46IhWjJ3eQ

WebGL builds hosted at itch.io and other services as well as some versions of **Android** may need SSL to work!

Want to use **https (SSL)**? [Donate \\$5 or more](#) and let me know.

Want to store **more than 1000 scores**? [Contact](#) me.

(If you have a limit of 1000 scores and another score comes in, the lowest will get bumped out.)

You copy and pasted that somewhere and are never going to tell anyone right?

You can not have an asterisk * character in your URL, scores, usernames, etc.

Your Leaderboard

Highest 1000 scores.
Your leaderboard is empty.

Remove All Scores

Codes for Unity Example

Here are just your public and private code so that you can cut and paste them into the sample code for Unity.

Private Code (It's long, get all of it!)

2_qIYeHSOkCtoGpQU2ENegN6JOfe

Public Code

5e7c0020fe232612b8e01d54

Adding and deleting scores

Changes and updates to your leaderboard are made through simple [http get requests](#) using your **private** url.

A player named **Carmine** got a score of **100**. If the same name is added twice, we use the higher score.

http://dreamlo.com/lb/2_qIYeHSOkCtoGpQU2ENegN6JOfe5uUUCf46IhWjJ3eQ/add/Carmine/100

A player named **Carmine** got a score of **1000** in **90 seconds**.

http://dreamlo.com/lb/2_qIYeHSOkCtoGpQU2ENegN6JOfe5uUUCf46IhWjJ3eQ/add/Carmine/1000/90

A player named **Carmine** got a score of **1000** in **90 seconds** and is **Awesome**.

http://dreamlo.com/lb/2_qIYeHSOkCtoGpQU2ENegN6JOfe5uUUCf46IhWjJ3eQ/add/Carmine/1000/90/Awesc

Delete **Carmine's** score

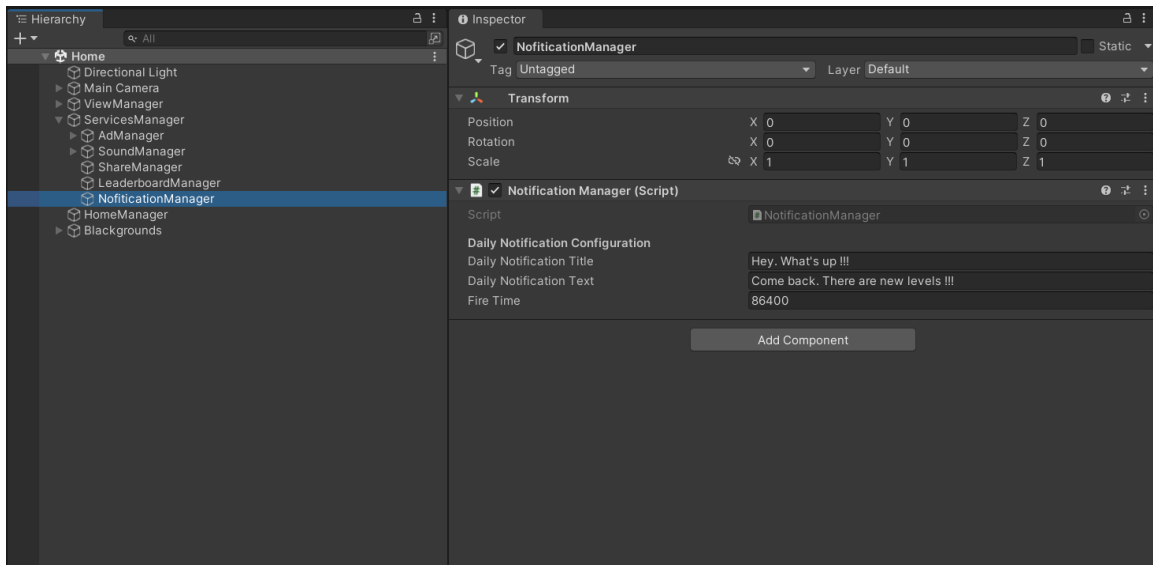
http://dreamlo.com/lb/2_qIYeHSOkCtoGpQU2ENegN6JOfe5uUUCf46IhWjJ3eQ/delete/Carmine

Clear **all** scores

Copy 2 codes and paste it on LeaderboardManager component. That's it.

7. Notification Manager

All information for notification feature can be config in NotificationManager game object. It contains 3 parameters for you to config the notification. Currently, we used Mobile Notification package provided by Unity to handle the notification.

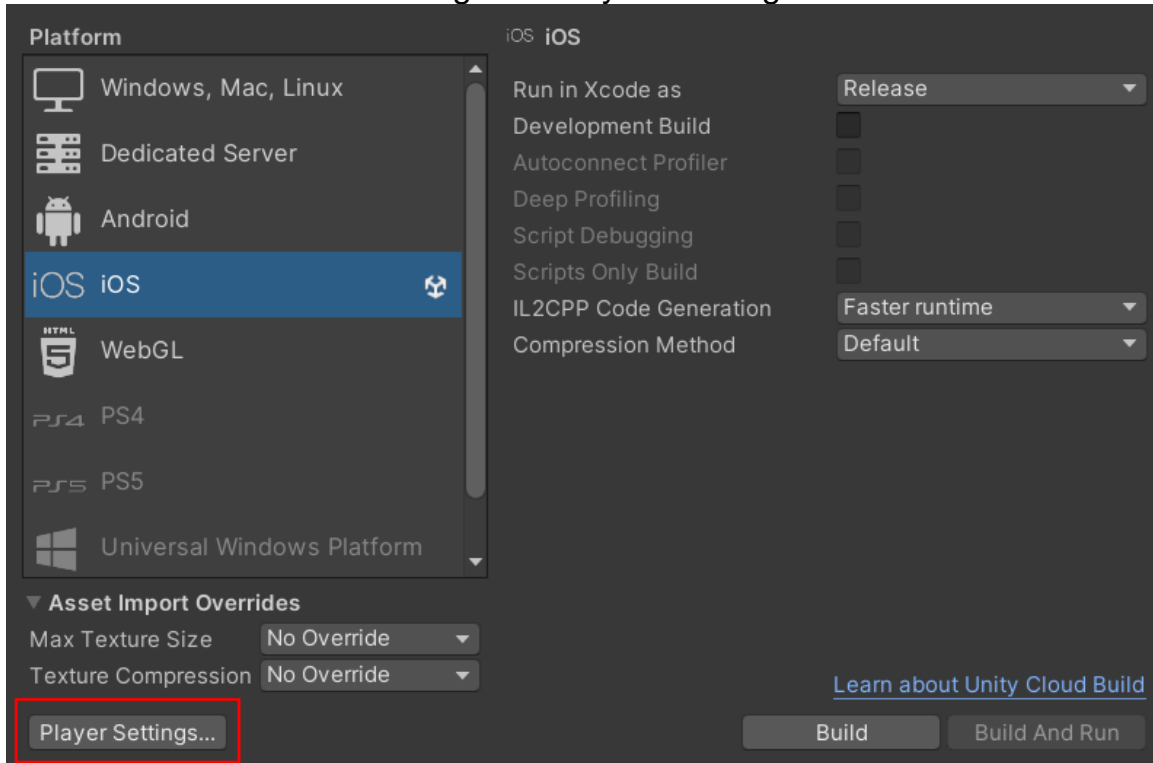


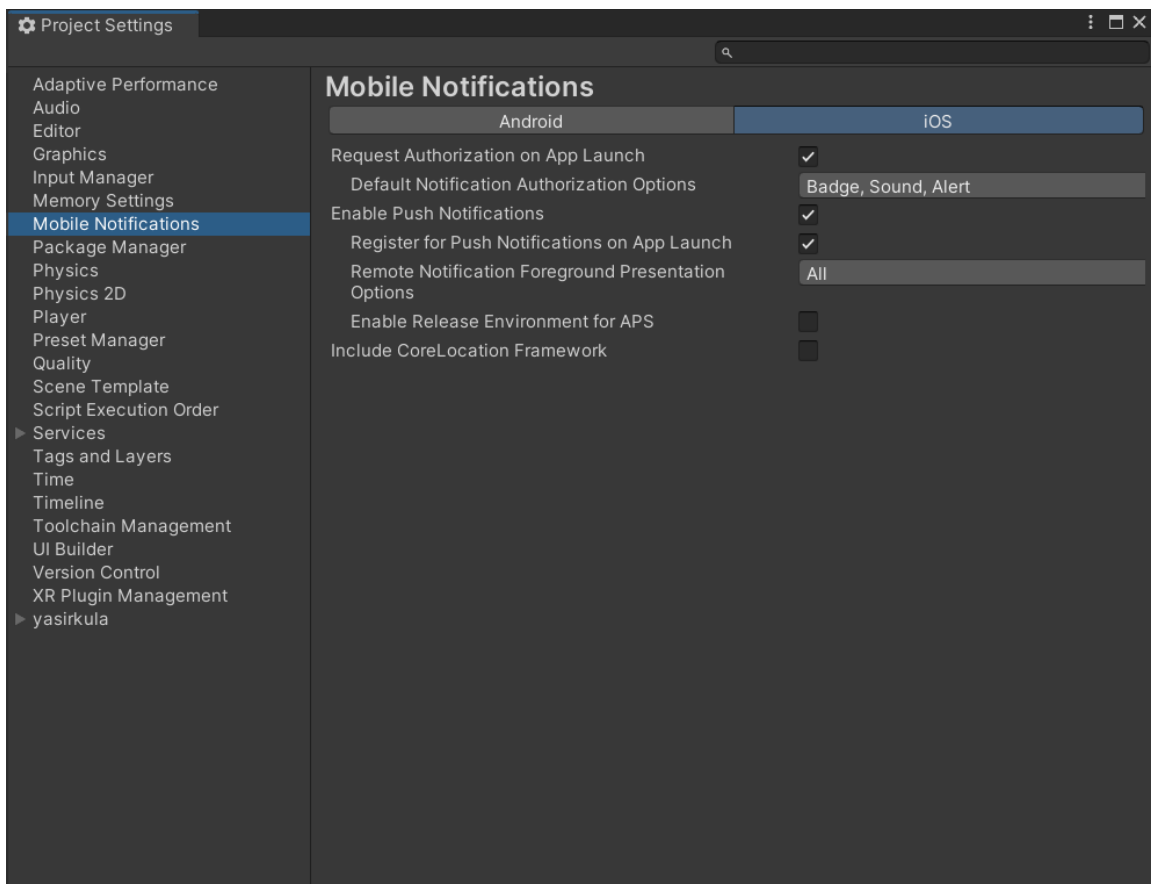
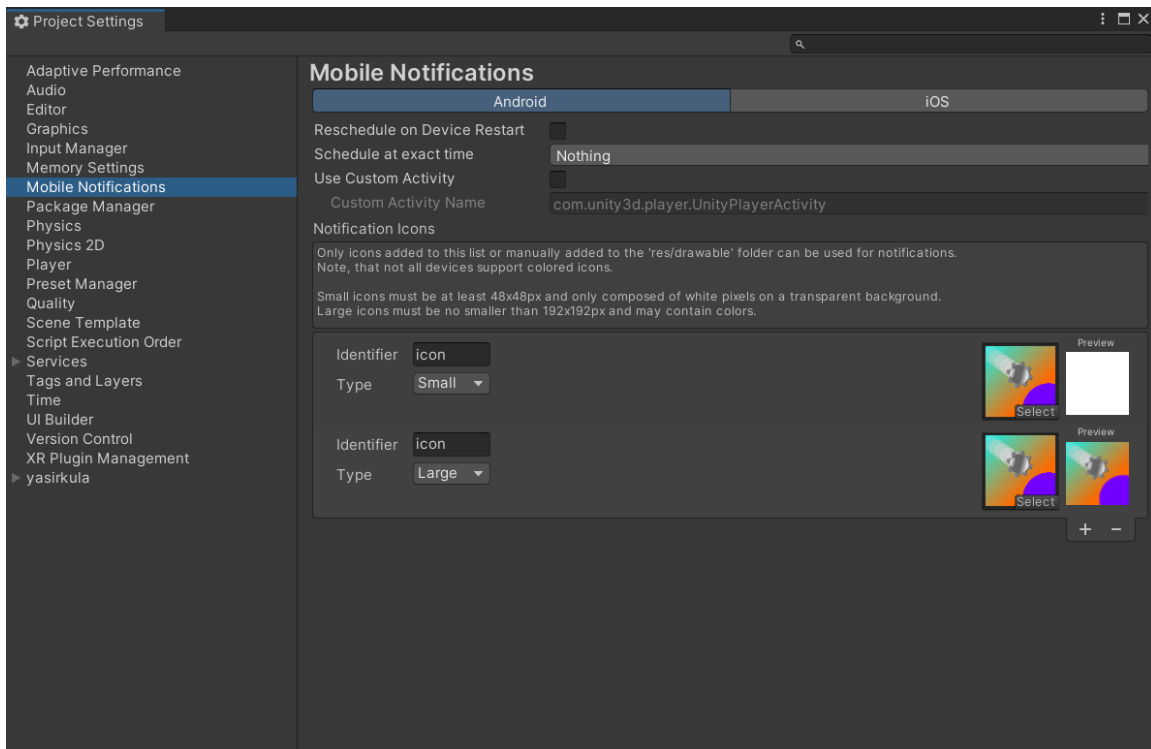
Daily Notification Configs: this is the notification that fire daily.

- ❖ *Daily Notification Tile:* the tile of the notification when it fired.
- ❖ *Daily Notification Text:* the text of the notification when it fired.
- ❖ *Fire Time:* how long till the notification get fire (in seconds) after the game close. Currently it's 86400 seconds which is 1 day.

You can set up the notification icon by following these steps.

Go to File -> Build Setting -> Player Setting -> Mobile Notification



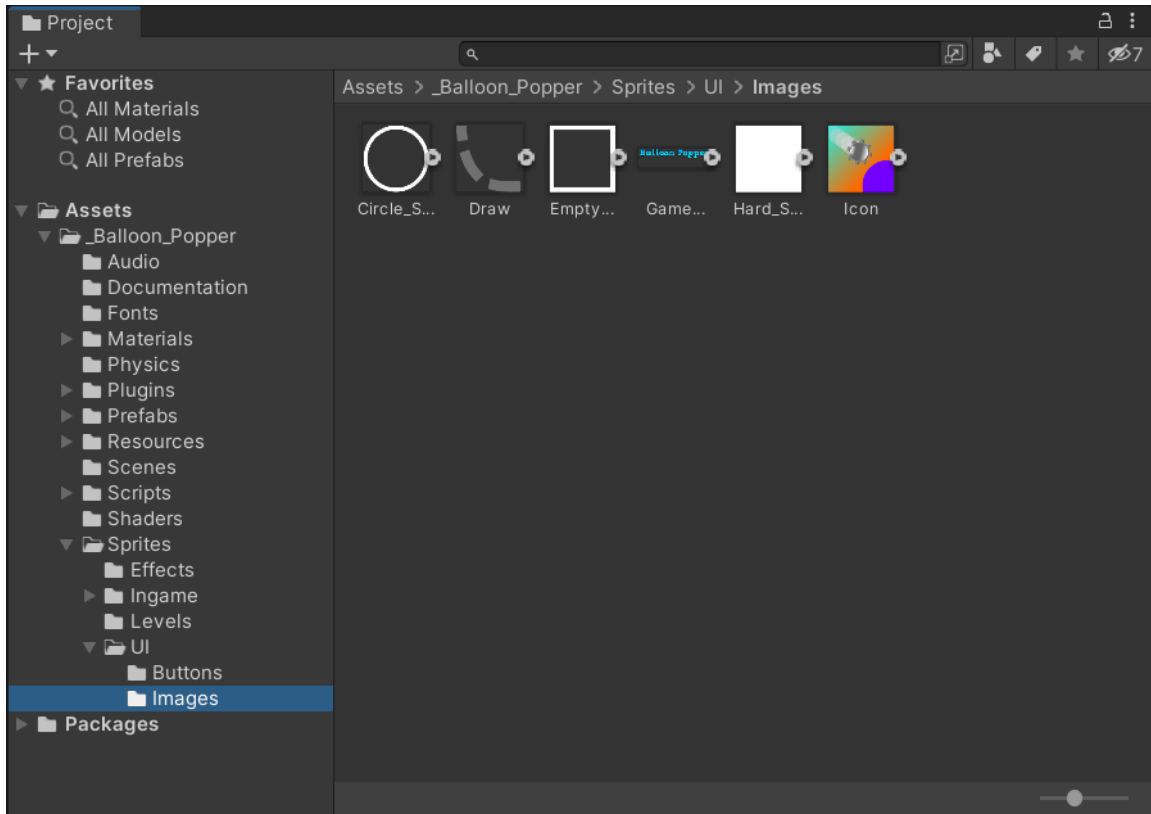


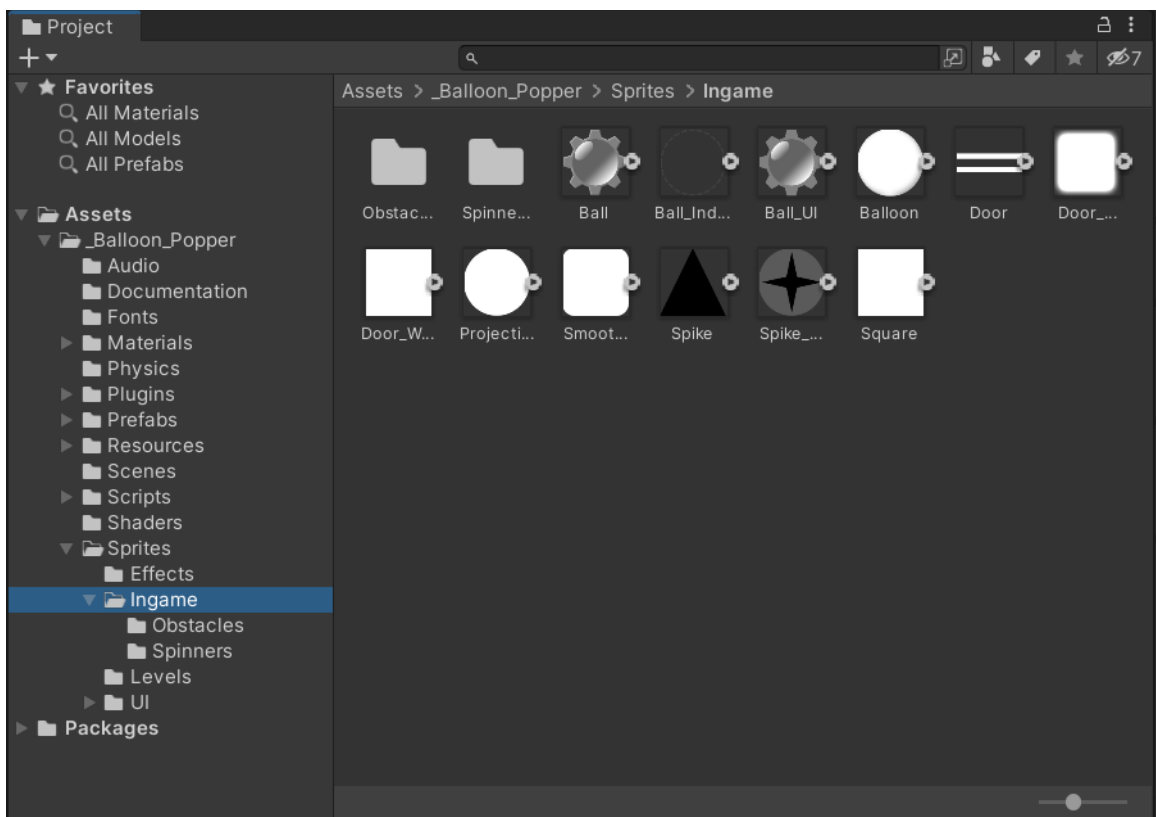
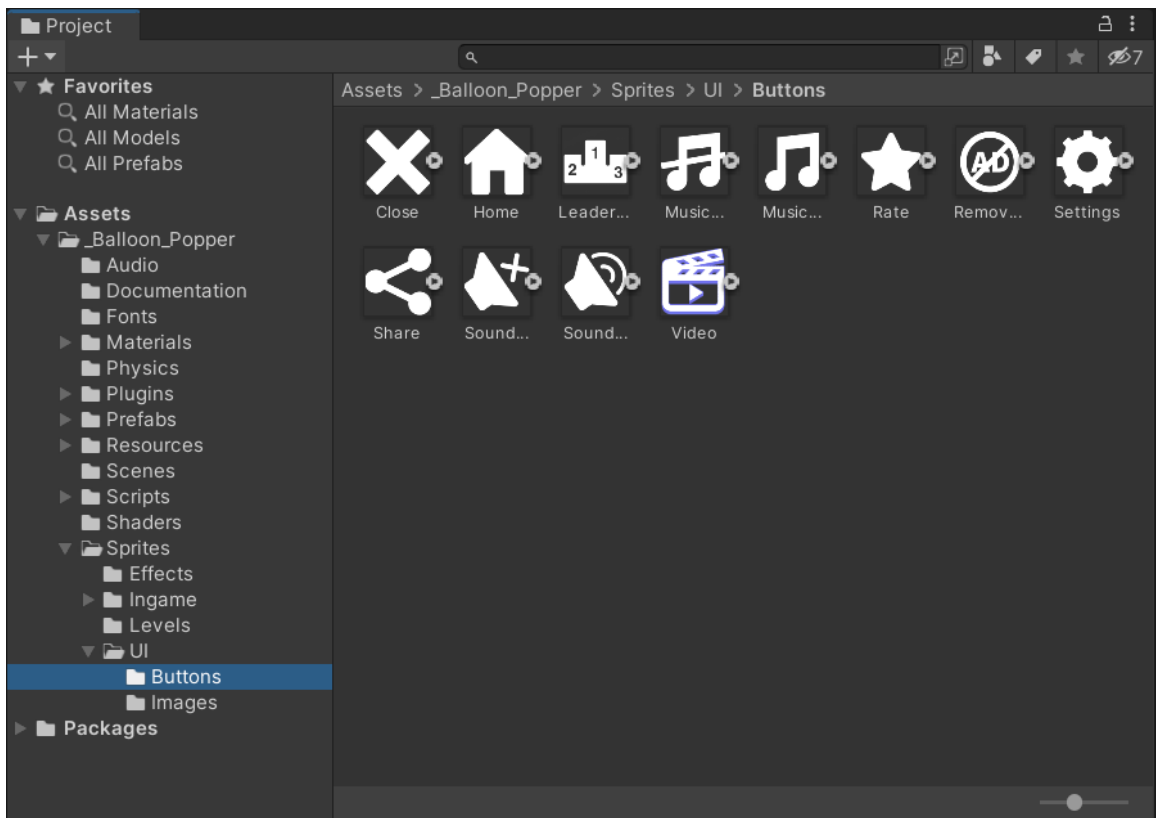
As you can see, there's a filed for you to setup icon for notification.

Remember, you must set the Identifier as “icon”.

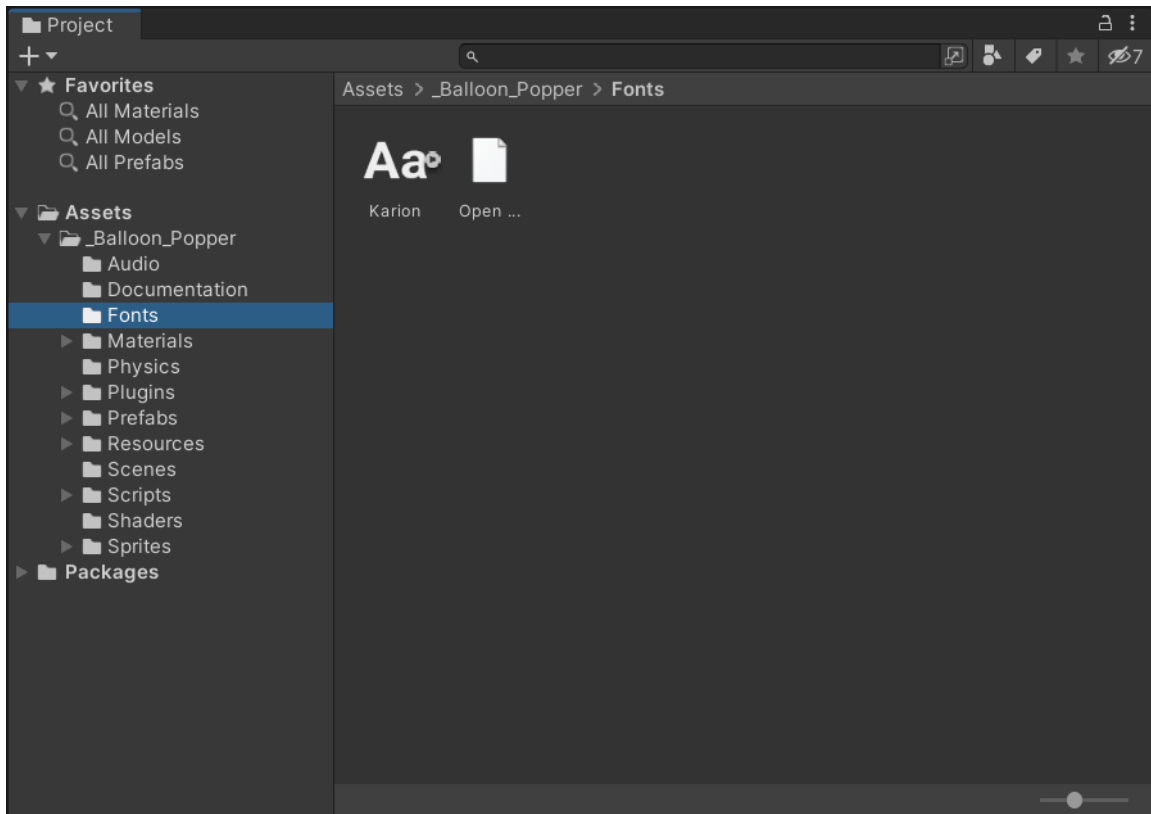
8. Customizing UI

All sprites used in this game (for buttons and other UI components) are located under the path *Assets/_Balloon_Popper/Sprites* folder. You can replace them with your own sprites to modify the images as you like.





All fonts used in this game are free-to-use in commercial projects. Fonts are located under the path *Assets/_Balloon_Popper/Fonts* folder together with appropriate license files.



THANK YOU AND GOOD LUCK WITH YOUR GAMES!